

ENVER BASHIROV



About me

Passionate about leveraging cutting-edge technology to solve real-world challenges. With a strong foundation in software engineering and AI, I thrive on creating intelligent systems that bring innovation to life.

Personal

Enver Bashirov
Azerbaijani
31 10 1994

Areas of Specialization

Software Development
Software Engineering
Data Engineering
Data Science
Machine Learning
Deep Learning
Computer Vision

Languages

Turkish	native
Azerbaijani	native
English	proficient
Russian	intermediate
Italian	beginner

Interests

Cycling · Inline Skating
Board Games
Coding · Travelling

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EXPERIENCE

- 03/23 · **Early Stage Researcher**
RESEARCHER · MINTS (Padova, Italy) 📍
03/20 Exploiting millimeter wave radio signals for indoor environment sensing. This was a EU H2020 action supporting my Ph.D program
Skills: Python · Software Engineering · Machine Learning
- 08/22 · **Machine Learning Engineer**
PH.D INTERN · Nokia Bell Labs (Espoo, Finland) 📍
03/22 Algorithmic peak detection approach for a communication architecture
Skills: Python · scikit-learn · pandas · numpy
- 06/21 · **Deep Learning Engineer**
PH.D INTERN · IMDEA Networks (Madrid, Spain) 📍
01/21 Person detection and activity recognition architecture built on IEEE802.11 Access Points
Skills: Python · TensorFlow · PyTorch · numpy
- 07/19 · **Full Stack Developer**
RESEARCH ASSISTANT · EMU (Famagusta, Cyprus) 📍
09/18 Front/Back-end design for university website and internal features
Skills: C# · ASP.NET · NodeJs · AngularJS · TypeScript · MySQL
- 07/15 · **Software Developer**
INTERNSHIP · Ones Technology (Ankara, Turkey) 📍
06/15 Front/Back-end design for private data visualization
Skills: Java Web Services · JVM · JAX-WSC · GlassFish
- 07/13 · **System Engineer**
INTERNSHIP · Fujitsu Türkiye (Ankara, Turkey) 📍
06/13 Server architecture design and network construction
Skills: C# · ASP.NET · NodeJs · AngularJS · TypeScript · MySQL



EDUCATION

- 2023 **Information Engineering**
Ph.D University of Padova
Italy, Padova
- 2019 **Computer Science**
MSc. EMU
Cyprus, Famagusta
- 2017 **Computer Engineering**
BSc. Bilkent University
Turkey, Ankara



SKILLS

Python · Java · LaTeX · Linux
TensorFlow · PyTorch · Numpy · Pandas · Scikit
C# · C · C++ · MATLAB · SQL
Git · GitHub · BitBucket · NodeJs
JavaScript · Angular · MySQL · JVM
TypeScript · PHP · HTML · CSS
NoSQL · MS-SQL · JAX-WS · WebGL · MVC
Android Studio · FIREBASE · GlassFish · AWS · Docker


CERTIFICATES & GRANTS

- | | | |
|-------------|--|------------------------------|
| 2020 – 2023 | EU H2020 MSCA (PhD Scholarship) | Grant No: 861222 |
| 2023 | Winter School: DeepLearn23 | Bournemouth, England 📍 |
| 2022 | Summer School: SSIE22 | Brixen, Italy 📍 |
| 2021 | Summer School: SSIE21 | Brixen, Italy 📍 |
| 2019 | Language Proficiency: IELTS | Score: 7.5 |
| 2019 | Language Proficiency: TOEFL | Score: 98 |
| 2019 – 2020 | EU Scholarship for Turkish Cypriots PG-NON EU | Funding: 8 000 Euros |
| 2018 – 2019 | EMU (BAP-C-02-18-01) Facial Emotion Recognition with Deep Learning in Videos | Funding: 10 000 Turkish Lira |

PUBLICATIONS

- 2023 Pegoraro, J., Lacruz, J. O., Meneghello, F., **Bashirov, E.**, Rossi, M., & Widmer, J. (2023). *RAPID: Retrofitting IEEE 802.11ay access points for indoor human detection and sensing*. IEEE Transactions on Mobile Computing.
- 2022 **Bashirov, E.**, Canil, M., & Rossi, M. (2022, December). *RadNet: a testbed for mmwave radar networks*. In Proceedings of the 1st International Workshop on Emerging Topics in Wireless (pp. 1-5).
- 2022 Shastri, A., Valecha, N., **Bashirov, E.**, Tataria, H., Lentmaier, M., Tufvesson, F., ... & Casari, P. (2022). *A review of millimeter wave device-based localization and device-free sensing technologies and applications*. IEEE Communications Surveys & Tutorials, 24(3), 1708-1749.
- 2021 Hajarolasvadi, N., **Bashirov, E.**, & Demirel, H. (2021). *Video-based person-dependent and person-independent facial emotion recognition*. Signal, Image and Video Processing, 15, 1049-1056.
- 2020 Pegoraro, J., Solimini, D., Matteo, F., **Bashirov, E.**, Meneghello, F., & Rossi, M. (2020, September). *Deep learning for accurate indoor human tracking with a mm-wave radar*. In 2020 IEEE Radar Conference (RadarConf20) (pp. 1-6). IEEE.

PROJECTS

- 2022 **RadNet: Full-fledged Radar Testbed**
RESEARCH PROJECT · UNIPD (Padova, Italy) 
Developed Python-based distributed edge computing Radar network testbed. Implemented a server-client system with socket programming on TCP/IP as a communication backbone. Incorporated multi-threading and shared memory concepts to fully utilize edge computing aspect. Designed the radar calibration, person tracking/identification, centralized data synchronization and visualization modules
Skills: Python · Sockets · Edge Computing · Radar Signal Processing · threading
- 2020 **YOLO: Person Detection with mmWave Radar Images**
RESEARCH PROJECT · UNIPD (Padova, Italy) 
YOLOv3 based CNN and RNN detectors for mmWave Radar images (PyTorch)
Skills: Python · YOLO · PyTorch · Computer Vision · CNN · RNN · LSTM · GRU



PERSONAL PROJECTS

- cont. **LeetCode**
SIDE PROJECT
Solving algorithm challenges through LeetCode platform for self development
Skills: Python · Java
- 2018 **METUSchedular: Timetable Visualizer for Student Courses**
SIDE PROJECT
A timetable creator/scheduler web application designed for visualizing courses in Middle East Technical University. Easy to use, user friendly interface with quality of life functionalities aimed to assist METU students in their course selection period.
Skills: NodeJs · Angular · TypeScript · NoSql
- 2017 **Image Segmentation using SuperPixels**
BSc. COURSE PROJECT
Image segmentation by using superpixels, Gabor Convolution, K-Means segmentation. 10 768 by 512 sample images were used for training and 1 1080 by 1919 image was used for testing. As a conclusion, larger superpixel count gave better results in the Simple Linear Iterative Clustering algorithm
Skills: MATLAB · K-Means · SLIC
- 2017 **NetWord: Social Media driven Text-based Gaming Platform**
BSc. GRADUATION PROJECT
A Social networking platform for text based games. Users are categorized by analyzing inputs from the text based games and the user-matching done through this categorization, allowing users to be matched with similar views, thoughts and personalities giving an enhanced user-experience. Developed on Android Studio with Google FIREBASE
Skills: Android Studio · Java · FIREBASE

