

# Enver BASHIROV

Software / ML Engineer



## 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  
Machine Learning

## Languages

Turkish	native
Azerbaijani	native
English	proficient
Russian	intermediate
Italian	beginner

## Interests

Cycling · Inline Skating  
Board Games  
Coding · Travelling

@ www.enverbashirov.com

in enverbashirov

enverbashirov

enver.bashirov@gmail

+39 391 492 4287

Italy, Padova

## EXPERIENCE

- 20-23 **Machine Learning Engineer**  
RESEARCHER · MINTS (Padova, Italy)   
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
- 2022 **Machine Learning Engineer**  
PH.D INTERN · Nokia Bell Labs (Espoo, Finland)   
Algorithmic peak detection approach for a communication architecture  
**Skills:** Python · scikit-learn · pandas · numpy
- 2021 **Deep Learning Engineer**  
PH.D INTERN · IMDEA Networks (Madrid, Spain)   
Person detection and activity recognition architecture built on IEEE802.11 Access Points  
**Skills:** Python · TensorFlow · PyTorch · numpy
- 2017 **Full Stack Developer**  
RESEARCH ASSISTANT · EMU (Famagusta, Cyprus)   
Front/Back-end design for university website and internal features  
**Skills:** C# · ASP.NET · NodeJs · AngularJS · TypeScript · MySQL
- 2015 **Software Developer**  
INTERNSHIP · Ones Technology (Ankara, Turkey)   
Front/Back-end design for private data visualization  
**Skills:** Java Web Services · JVM · JAX-WSC · GlassFish
- 2013 **System Engineer**  
RESEARCH ASSISTANT · Fujitsu Türkiye (Ankara, Turkey)   
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: Radar Testbed**  
*RESEARCH PROJECT* · UNIPD (Padova, Italy)   
 RadNet is a multi-edge/radar interface. RadNet is meant to allow connected nodes (machines) to exchange information or (radar) data between each other. At the same time, it allows each node to perform their own local data processing and apply their algorithms if needed before data exchange is initiated.  
**Skills:** Python · Sockets · Edge Computing · Radar Signal Processing · threading
- 2020 **YOLO for mmWave Radars**  
*PERSONAL 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
- cont. **LeetCode**  
*SIDE PROJECT*  
 Solving algorithm challenges through LeetCode platform for self development  
**Skills:** Python · Java 
- 2018 **Inventory Classification**  
*ASSIGNMENT* · EMU Computer Center (Famagusta, Cyprus)   
 A platform with add, update, delete and report functionality for EMU's infrastructural details (University plot area, Building oxygen levels, Classroom student capacities etc.)  
**Skills:** Angular 7 · ASP.NET · Core 2.2 · C# · MS-SQL
- 2018 **University Stats Reporter**  
*ASSIGNMENT* · EMU Computer Center (Famagusta, Cyprus)   
 A web-site/platform for displaying statistical student, program, department, faculty information since the year of establishment of EMU  
**Skills:** ASP.NET 4 · C# · MVC
- 2018 **Android Student Portal**  
*ASSIGNMENT* · EMU Computer Center (Famagusta, Cyprus)   
 A platform for EMU students to check their academic information through an android application  
**Skills:** Android Studio · Java
- 2018 **METUSchedular**  
*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 
- 2018 **Odd/Even Sum Computation**  
*MSC. COURSE PROJECT*  
 Parallel (multi-threaded) and distributed (concurrent computation with two machines via socket programming), odd/even prefix algorithm to compute overall sum  
**Skills:** C++ · sockets · threading 

2017	<b>Image Segmentation using SuperPixels</b> <i>BSc. COURSE PROJECT</i> 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 <b>Skills:</b> MATLAB • K-Means • SLIC	
2017	<b>NetWord</b> <i>BSc. GRADUATION PROJECT</i> 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 <b>Skills:</b> Android Studio • Java • FIREBASE	
2016	<b>StickMan Animation</b> <i>BSc. COURSE PROJECT</i> Stickman figure and animation with realistic but simple human-like movement. Implemented with WebGL including integrated shaders etc. <b>Skills:</b> WebGL	
2016	<b>Static Memory Management</b> <i>BSc. COURSE PROJECT</i> Raw memory management in C. Static library for creating an allocated segment, memory allocation, memory deallocation and displaying the segment information. An alternative memory allocation library using only pointers with manual address management <b>Skills:</b> C	
2016	<b>I/O Testing</b> <i>INTERN ASSIGNMENT</i> • ONES Technology (Ankara, Turkey) 📍 A system for displaying test results such as user inputs, account details, processed data information, final output etc. Data pushed by server side file was previewed in client-side page. Usage of Global Variables (GET, POST, SESSION etc.) <b>Skills:</b> PHP • MYSQL	
2016	<b>Server Logging</b> <i>INTERN ASSIGNMENT</i> • ONES Technology (Ankara, Turkey) 📍 Displaying server errors, warnings and logs. JAX-WS enables realtime browser supported preview of logs in the Glassfish server. <b>Skills:</b> JAX-WS • Glassfish	
2015	<b>System Room Design</b> <i>INTERN ASSIGNMENT</i> • Fujitsu Technology Solutions (Ankara, Turkey) 📍 Transferring and updating of old system room into a new location. Usage of; public and local, wireless and wired network management, central data traffic management, firewall configuration, data backup management, satellite connector and controller configuration etc.	