Hamed Abdi

Unit 5, No. 7, Golestan Dead end, AhmadPour St., Darakeh Sq., Tehran.
+989126164659
hamedabdi62@gmail.com
www.habdi.com

ABOUT ME

I am a PhD student in computational cognitive science at the Institute for Cognitive & Brain Sciences (ICBS) at Shahid Beheshti University (SBU) in Tehran, Iran.

I am currently working on game theoretical models and methods in cognitive science that focuses on prediction of cooperative behavior in social situations. Based on my educational background, BSc in Telecommunications Engineering and MSc in History and Philosophy of Science, my approach is multi-disciplinary and I will try to synthesize different aspects of nature investigations, such as computational, experimental and philosophical in my researches. As a researcher in cognitive science, I am interested in learning from a broad range of fields, with a special focuses on the behavioral game theoretic approach to cognitive science and behavioral economics.

Furthermore, I have always involved myself in the market and business. Over the years, I have experienced various activities in different companies, from FPGA programming for Machine Vision to preparing Technical Documentation as well as leading e-Commerce and Digital Marketing teams in startup companies. I also currently supervise Digital Marketing teams and working as Business Development Manager in a full service advertising agency.

In general, I am so passionate about studying and thinking about how and why people think, feel and behave in the real world.

EDUCATION

PhD | Shahid Beheshti University (SBU)
2015 – Present
Thesis: Structural Model of Cognitive Mechanisms involved in Prediction of Cooperative Behavior in Social Situations; Based on Theory of Mind and Game Theory

MSc | University of Isfahan (UI)
2011 – 2013
Thesis: The Problem of Induction; A Bayesian Approach to inference

Seminar: Relativity and Geometry; Philosophical Aspects of Modern Cosmology

BSc | University of Zanjan (ZNU)
2005 – 2009
Thesis: Analysis of Radio Telescope Antenna (Big Ear) using S-NEC

EXPERIENCE

BUSINESS DEVELOPMENT MANAGER | ATVISION
(Part Time) OCT 2016 – PRESENT
Key Responsibilities:

1) Identifying new prospects in Marketing and Advertising industry.
2) Negotiating with effective people in the field of M&A in order to achieve common goals.
3) Following up new business opportunities in M&A industry and setting up meetings.
4) Designing and developing short, medium and long-term strategies to improve situation of our agency in M&A industry.
5) Tracking and analyzing trends of M&A industry and preparing reports to CEO.
6) Preparing draft of contracts with partner companies.
7) Designing and developing M&A strategies based on objectives and Marketing perspectives of costumers.

CHIEF TECHNOLOGY OFFICER | SADAF CO.
(Part Time) JUL 2015 – JAN 2018
Key Responsibilities:

1) Proposing media plan and marketing strategy for Digital Marketing campaigns based on campaign goals and KPIs.
2) Managing Digital Marketing campaigns and preparing standard reports for customers.
3) Collaborating with Digital Marketing Agencies and strategic partners to optimize Digital Marketing Campaigns.

RESEARCH AND DEVELOPMENT MANAGER | XROBOX ROBOMAKERS
(Full Time) MAR 2014 – JUL 2015
Key Responsibilities:

1) Leading and managing several technical projects (Robotics, Modular Educational Tools).
2) Managing and planning for robotics competitions.
3) Developing robotics courses based on efficient educational methods.

KNOWLEDGE MANAGEMENT EXPERT | OMID TECHNOLOGIES
(Full Time) OCT 2013 – MAR 2014
Key Responsibilities:

1) Providing user guide, white paper and instructions for technical processes and procedures.
2) Creating suitable content for customers and customer service.
3) Cataloging and archiving documented knowledge for easy access.

RESEARCH AND DEVELOPMENT ENGINEER | XROBOX ROBOMAKERS
(Full Time) JUN 2009 – SEP 2011

SKILLS

- PROGRAMMING SKIILLS
  - Scientific Programming (Matlab, Python, R, LISP, NetLogo)
  - Microcontroller Programming (AVR, ARM, FPGA)
  - Front End Programming (CSS, HTML)

- OTHER SKILLS
  - Familiarity with concepts of Marketing, Branding, Communication and Advertising
  - NeuroMarketing tools and methods (Eye Tracker, EEG, Behavioral Analysis)
  - Computational Modeling (Game Theory, Bayesian Statistics)
  - Project Management based on Scrum framework
  - Qual/Quant Marketing Research and Analysis
  - Statistics and Data Analysis
  - UX and Service Design

ACTIVITIES

- TEACHING
  - Teaching Assistant (Institute for Cognitive and Brain Sciences | 2015 - 2016)

    Title: Dynamical Systems in Neuroscience

    Reference: Dynamical Systems in Neuroscience – Izhikevich
  - Teaching Assistant (University of Isfahan | 2012 – 2013)

    Title: Philosophy of Quantum Mechanics

    Reference: Philosophy of Quantum Mechanics – Albert
  - Teaching Assistant (University of Isfahan | 2012 – 2013)

    Title: Cognitive Psychology

    Reference: Cognitive Psychology, Sixth Edition – Sternberg

- RESEARCH
  - Research Assistant (Institute for Cognitive and Brain Sciences)
    - Laboratory of Brain Signals and Images Analysis (2015 – 2018)
    - Laboratory of Brain–Computer Interface (BCI) (2017 – 2018)
  - Cognitive Knowledge Tree (Institute for Cognitive and Brain Sciences)

  - OTHER RESEARCHES:
    - Digital Image Processing, Xrobox Robotic Group, Tehran, Iran.
    - Epistemology and Philosophy of Cognitive Science, UI, Isfahan, Iran.
    - Problem of Induction and Bayesian Approach, UI, Isfahan, Iran.
    - Philosophy of Information, UI, Isfahan, Iran.
    - Radio Cosmology and Radio Telescope Analysis, ZNU, Zanjan, Iran.

- WORKSHOP & PRESENTATION
  - Time Perception: from Philosophy to Brain - 6th Basic & Clinical Neuroscience Congress (BCNC2017)
  - Human Factors (Every User has a Mind) – 2018
  - Cognitive Science Perspective on User eXperience (UX) – 2017 & 2018
  - Reduced Sensitivity to Social Priors during Action Prediction in adults with Autism Spectrum Disorder (ASD) – 2017
  - Matlab for Neuroscientists Workshop – 2017
  - The game theoretical Matlab toolbox MatTuGames – 2017
  - A direct Brain-to-Brain Interface in humans – 2017
  - The Construction of Visual Reality – 2017
  - Markov Decision Process – 2016
  - NeuroAesthetics – 2016

☰ INTERESTS AND HOBBIES

- Photography
- Philosophy
- Literature
- Traveling
- Painting
- Cinema
- Chess