

# Hamid Azimy

MS Student, Artificial Intelligence & Robotics

Social Networks Lab., School of ECE, University of Tehran, Iran

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hamidazimy.github.io

## Education

- **University of Tehran** Tehran, Iran  
*MS* *2012 - Present*
  - Anticipated graduation date: June 2015
  - Thesis title: Link Prediction in Weighted Networks
- **Iran University of Science and Technology** Tehran, Iran  
*BS* *2007 - 2012*
  - Thesis title: Distributed AI in Video Games

## Research Interests

- Artificial Intelligence
- Social Network Analysis
- Machine Learning
- Computer Networks

## Skills

- Programming Languages:
  - MATLAB, HTML, CSS, Javascript, PHP, Python, Java, C, C++, C#, ASP.NET
- Frameworks:
  - Jade, jQuery, Bootstrap, CogIgniter
- Development Environments:
  - MS Visual Studio
  - Eclipse family
  - NetBeans
- DBMS:
  - MySQL, PostgreSQL, MS SQL Server
- Version Control:
  - Subversion (SVN), Git

- Operating Systems:
  - GNU/Linux Family (Ubuntu, Debian)
  - MS Windows Family
- Application:
  - $\text{\LaTeX}$
  - MS Word, MS Excel, MS PowerPoint
  - Libre Office Writer, Calc, Impress
  - Wireshark
- Languages:
  - Persian (Native)
  - English (Fluent)
  - Arabic (Familiar)

## Research and Development Projects

- Conducted research on using distributed artificial intelligence techniques in video games.
- Conducted research on Link Prediction in Complex Networks as Social Networks Course Project
- Participated in development a Massive Multiplayer Online Game, named AsmandeZ [C++, PHP]
- Designed and developed a small simple platformer game using MS XNA. [C#]
- Designed and developed a DHCP Server [Java]
- Developed a Localized Virtual Social Network. [ASP.NET, HTML, CSS, Javascript]
- Developed an experimental file compressor application using Adaptive Huffman Coding [C++]
- Developed a Robot Localization Application using Augmented Monte Carlo Localization Algorithm on e-puck Mobile Robot [Python]
- Developed an Image Segmentation Code using Normalized Cut Algorithm [MATLAB]
- Participated in development of an Web-based Automation Application for a Large Business Corporation [ASP.NET, HTML, CSS, Javascript]
- Participated in development of an Mobile Messaging and VoIP Application for Android in a Local Development Contest named Irancell I.C.M.A [Java, Python]
- Developed a byte-code generator compiler for a simple XML-like language as the Compilers course project

## Experience

- Programming:

- Simulator Developer Co, Tehran, Iran (summer 2010 – spring 2012)  
Worked as a programmer, sysadmin, game developer and researcher
- Teaching Assistant:
  - Computer Programming  
Iran University of Science and Technology (Fall 2009)  
Tutored student in basic programming skills
- Computer Lab Technician  
Iran University of Science and Technology, Tehran, Iran (fall 2009)
  - Maintained servers and installed software
  - Trouble-shooting when presented with equipment problems.
  - kept record of the equipment and lab supplies needed
  - performed tests on the system, network, and equipment to ensure that every aspect of the lab is working properly.

## Honors & Awards

- Honorable Mention in the Asia Regional ACM-ICPC Contest (2008)  
Chosen as Iran University of Science and Technology representative for Regional contests of ACM-ICPC.
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Chosen as Iran University of Science and Technology representative for Regional contests of ACM-ICPC.

## Activities

- Member of AriOS (a GNU/Linux Distribution) Development Team  
AriOS is a GNU/Linux Distribution based on Ubuntu with a unique look and feel, and lots of tweaks and extra applications, optimized for beginner and those who have slow Internet connections and Iranian/Persian users.

## Interests

- Free Software, Open Source, GNU/Linux and anything related
- Popular Science (Studying about Physics, Cosmology, Biology, Genetics, etc.)
- Programming, and Problem Solving

## Hobbies

- Hanging out with my friends.
- Sports (Swimming, Football a.k.a. Soccer, etc.)
- Travelling and camping.
- Social Games & Video Games.