Hesam Alizadeh

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SUMMARY OF QUALIFICATIONS

- Proficient JavaScript and Java developer, experienced in design and programming of systems in various domains. Passionate to learn and eager to adopt most recent technologies
- Proven problem solving, communication and interpersonal skills with extensive experience in collaborative analysis, presentations (oral communication skills) and writing in professional environments
- Solid knowledge of artificial intelligence/machine learning algorithms and techniques
- Proficient in a variety of user research methods including in-lab usability studies, controlled laboratory experiments, field studies, individual and group interviews, and surveys

Computer Skills

Languages JavaScript, TypeScript, Java, C#, Python, Matlab

Web Angular, Vue.js, Node.js, HTML5, CSS3, Ember, Karma, Express.js

OPERATING SYSTEMS Windows, Linux, Mac OS

OTHER MySQL, MongoDB, OpenCV, WPF, Git, Gephi, Latex

EDUCATION

2013 - Aug. 2016	M.Sc. Human Computer Interaction , University of Calgary, Calgary, Canada Advisors: Tony Tang, Ehud Sharlin Thesis: Embodiments for Joint Remote Exercise
2010 - 2013	M.Sc. Machine Intelligence and Robotics, University of Tehran, Tehran, Iran Advisors: Hadi Moradi, Majid Nili Ahmadabadi Thesis: Learning from Sparse Demonstrations: An Application to Air Hockey
2005 - 2010	B.Sc. Software Engineering, University of Tehran, Tehran, Iran

Professional Experience

Software Engineer

June. 2017 - Present

SMART TECHNOLOGIES, CALGARY, CANADA

- My main focus is Lesson Activity Builder, an online education platform that is used by teachers to gamify their lessons.
- Technologies Vue.js, Express framework, Node.js, jQuery, Html5/CSS, Guice, Jersey.

Software Engineer

Oct. 2016 - June. 2017

Guavus, Montreal, Canada

• Part of the user interface team in which the front-end is developed in Angular and a REST WebService in Java using Spring MVC framework.

UX Research Intern

March. 2016 - Aug. 2016

SMART TECHNOLOGIES, CALGARY, CANADA

• Responsible for iterative design and prototyping of an interactive classroom attendance taking tool

UX Research Assistant

Sept. 2013 - Aug. 2016

University of Calgary, Calgary, Canada

- Designed a remote exercise system for seniors. Gained experience with Vicon Motion Capture System used for tracking user's body, and Node.js was used for transferring the tracking data between the remote servers.
- Used several HCI methodologies including User-Centered Design, Observational Experiment, Usability Evaluation, Ethnography, and Interviewing

Research Assistant

Sept. 2010 - Aug. 2013

UNIVERSITY OF TEHRAN, TEHRAN, IRAN

- Researched and developed a learning algorithm for a simulated air hockey playing robot in Matlab and C++ enabling the robot to learn performing accurate shots by performing few sample shots
- Designed and built a real-time air hockey playing robot in collaboration with a mechanical engineer using image processing techniques for tracking the puck movement implemented in C++ and OpenCV

Computer Supported Collaborative Work Course Project

Fall 2013

GRADUATE COMPUTER SCIENCE COURSE, UNIVERSITY OF CALGARY

• Haptics in Remote Collaborative Exercise Systems for Seniors: Designed and implemented a remote arm exercise system simulating assistive pushing and pulling of the limbs using haptic feedback

Social Network Analysis Course Project

Winter 2013

GRADUATE COMPUTER SCIENCE COURSE, UNIVERSITY OF TEHRAN

• Opinion Formation by Competing Informed Agents: Researched and developed opinion formation strategies used by two groups of competing informed agents to shift the society's opinion toward their desired direction

Advanced Robotics Course Project

Fall 2011

GRADUATE COMPUTER SCIENCE COURSE, UNIVERSITY OF TEHRAN

• Localization of A Mobile Robot: Implemented the particle filter algorithm for a mobile robot in C++. The robot could localize itself in a real world map using its IR sensors

Teaching Experience

Teaching Assistant

Sept. 2013 - present

University of Calgary, Calgary, Canada

- Human Computer Interaction: Taught basics of WPF programming in Visual Studio and Expression Blend, reviewed student projects and provided feedback throughout the design process
- Introduction to Computer Science I & II: Taught programming concepts including Object Oriented programming in Java and Python to the students, marked course assignments and exams, and provided students with step-by-step feedback throughout the design process

Teaching Assistant

Fall. 2008 - Winter 2012

UNIVERSITY OF TEHRAN, TEHRAN, IRAN

- Social Network Analysis: Designed and graded assignments, taught social network analysis concepts and tools including Gephi
- Artificial Intelligence: Taught artificial intelligence concepts, held problem solving classes, and supervised student projects submitted in Java
- Introduction to Computer Science: Taught programming concepts in C++ to the students and marked course assignments and exams

PUBLICATIONS

GI 2016	Alizadeh, H. , Witcraft, A., Tang, A., and Sharlin, E. "HappyFeet: Embodiments for Joint Remote Dancing." In Graphics Interface 2016.
CHI 2014	Alizadeh, H. , Tang, R., Sharlin, E., and Tang, A. "Haptics in remote collaborative exercise systems for seniors." In CHI'14 Extended Abstracts on Human Factors in Computing Systems.
CHI 2014	Tang, R., Alizadeh, H. , Tang, A., Bateman, S., and Jorge, J. A. "Physio@Home: Design explorations to support movement guidance." In CHI'14 Extended Abstracts on Human Factors in Computing Systems.
ICRoM 2013	Alizadeh, H. , Moradi, H., Ahmadabadi, M.N. "Automatic calibration of an air hockey robot." In Robotics and Mechatronics (ICRoM) 2013.

Volunteer Activities

VP Calgary Persian Library

2015

University of Calgary, Calgary, Canada

• Organized several cultural events including charity events, book clubs, and poetry reading clubs

Student Volunteer May 2014

ACM CHI Conference 2014, Toronto, Canada

• Coordinated conference session events