Hooman Hashemi

CONTACT INFORMATION	Department of Computer Engineering Sharif University of Technology Azadi Avenue, Tehran, Iran, [Postal Code: 11155-11365]	hohashemi@ce.sharif.edu +98 912 475 9082
RESEARCH INTERESTS	Algorithms and Theoretical Computer Science, Machine Learning and Deep Neural Networks, DNN Applications in Text, Computer 3D Vision, ML Applications in Bioinformatics,	
EDUCATION	Sharif University of technology (SUT), Tehran, Iran.	
	B.Sc., Computer Engineering, Software field Expected: July 2017 • GPA(up to now): 18.62/20	
	Some Selected Courses \cdot Calculus 1 (17.9/20), Calculus 2 (19/20), Numerical Computation (19.6/20), Probability and Statistics (20/20)	
	· Design of Algorithms (20/20), Data structures (20/20), Theory of Languages and Automata (19/20), Theory of Computation (19.5/20), Artificial Intelligence (19.4/20)	
	ATCCE High School, Tehran, Iran	
	Diploma in Mathematics and Physics Discipline	June 2013
Honors And	\bullet Ranked 4^{th} in West Asia Regional ACM-ICPC Contest , Te	ehran, Iran 2014
Awards		ehran, Iran 2013
	• Gold Medal (Ranked 1^{st}) in 22^{nd} National Computer Olyn · Iranian National Olympiad in Informatics	npiad 2012
	• Silver Medal (Ranked 12^{th}) in 21^{st} National Computer Oly Iranian National Olympiad in Informatics	mpiad 2011
RESEARCH EXPERIENCES	 Research Assistant in ML lab. Sharif University of Technology Working on sequence and text learning methods and th 	Recently eir applications under
	supervision of Dr.M.Soleymani.	
	 Research Assistant in Graph lab. Sharif University of Technology Working on graph problems under supervision of Prof.S.Akabari. 	
Working Papers	 Decomposing traceable cubic graphs. A joint work with S.Akbari, F.Abdolhosseini. To be written 	Fall 2015
TEACHING EXPERIENCES	· Design of Algorithms Teaching Assistant Instructor: Dr.Mohammad Abaam, CE Department, SUT	Fall 2015

Professional Experience • Researcher and Developer in SUT Big Data Work Group

• Software Developer at Rahnama Co (Beep), Tehran, Iran,

Summer 2015 Summer 2014

PROJECTS

• Light up

2014

- \cdot Light up is a mobile game that was published on the app store
- · Reached top ten between complete-projects on Unity Asset Store.

• LOJS 2012

 \cdot LOJS is a Light weight judging system implemented and used to conduct friendly training contests before 22nd INOI.

Self Study General Topics in Machine Learning

- General Concepts
 - · Coursera ML course by Prof. Andrew Ng
- Deep Neural Networks And Sequence Learning Methods

TECHNICAL SKILLS

- ML and DNN tools and languages
 - · Skilled: Keras.
 - · Familiar: Theano,(a little bit Caffe).
- Programing Languages
 - · Expert: C++ and C, Java, Web languages
 - · Familiar: Python, Objective C
- Tools and Other Languages: Unity, OpenGL, GLSL, MATLAB
- Mobile Developing and Design
 - \cdot Android
 - · Familiar: IOS
- Web: jQuery, Angular, Django, React etc.

Languages

- Persian: Native

- English: Fluent

References

Refrences are provided via hyperlinks. More information is available upon request