Sina Labbaf

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EDUCATION

Bachelor of Science in Computer Engineering, University of Tehran, Tehran, Iran

• Total GPA: 17.49 (out of 20) | 3.7 (out of 4) up to now 2012-present

High School Diploma, Shahid Ejheiee High School, Esfahan, Iran

Known as National Organization of Development of Exceptional Talents.

2008-2012

HONORS AND AWARDS

IRAN Game Development Contest, Kashan University, Iran

Gained 1st place among all teams on the game jam.
 Mar. 2016

ACM/ICPC, Asia Regional, Tehran site

Gained 4th place among all teams qualified for the final contest.
 Dec. 2014

Top Total GPA, University of Tehran

Ranked 1st among all Computer Hardware students in University of Tehran.
 2012-present

Khwarizmi Students Award, Iran

 Gained 3rd place among all high school students in Iran, in Computer Science and Engineering field

Accepted in University of Tehran as a reward of the competition.
 Oct. 2011

RESEARCH EXPERIENCES

Multi-Cast NoC, University of Tehran

Implemented and Simulated few multicast routing algorithms.
 Summer 2015

Test-Chain Improvement, University of Tehran

Tried to improve test-chain power consumption and test duration.
 Fall 2015

NOTABLE PROJECTS

Trax Game AI for FPGA, University of Tehran

Implemented an AI player for <u>Trax Game</u> on FPGA using Minimax Algorithm.

UT Robots, University of Tehran

- Implemented a SLAM Project using Arduino.
- Implemented a simple SoC and its drivers on FPGA, using NIOS processor. This SoC is able to communicate to IMU sensor and serial camera.
- Experience of working with ARM hard-core on FPGA.

Summer 2015

Programmer and Game Designer in UT Game Club (aka GameLab), University of Tehran

- Created a few titles of video games as the programmer and game designer.
 - Unjust (RPG): solving a murder case in a magical world.
 - o <u>Pigeon Impossible</u> (multiplayer): Defending some breads against hungry pigeons.
 - o Amnesia Phobia (puzzle platform): Swapping between parallel worlds to solve puzzles.
 - o Ancient Transience (multiplayer): Fighting to complete a ritual.
 - o <u>Pood</u> (shoot 'em up): Shooting enemies coming from Persian carpets' figures.
- Created the game club website (gameclub.ut.ac.ir).

2014-present

DonbalRow Mobile Robot Simulator, Shahid Ejheiee High School

- DonbalRow can simulate mobile robots and provide feedback using neural network.
- Gained 3rd place in "13th Khwarizmi Students Award".

2010-2011

Notable University Final Projects, University of Tehran

Digital oscilloscope on FPGA including ADC, VGA controller and ...
 Digital Logic Design Lab

- Pipelined MIPS processor with branch prediction on FPGA.
 Computer Architecture and Lab
- **Digital piano** that saves and replays songs using SD card. *Microprocessors*
- B+ tree, graph partitioning and influence detector in social networks. Data Structures
- Simple router implementation and simulation in VHDL. Computer Aided Design
- **Step counter device** that connects to its computer application program. *Interface Circuits*
- Motion detector that uses SIMD programming to obtain more speed-up. Parallel Processing
- New features on Linux Kernel like semaphore, scheduler, etc.
 Operating Systems Lab
- Stock market rich internet application with Tomcat and AngularJs. Internet Engineering 2012-present

VOLUNTEERING EXPERIENCES

Presenter of Linux Festival, Amirkabir University of Technology, Tehran, Iran

• Made a presentation about Linux terminal.

2014, 2015

Technical Committee, Iranopen Robocup, Tehran, Iran

Referee and technical committee of Iran Open Robocop junior rescue league.
 2013, 2014

Author, F1 student journal, University of Tehran

- Wrote an article about "FOSS" and its influence on people's life.
- Wrote an article about "Game Club" and its activities.

2016

TEACHING EXPERIENCES

Teaching Assistant of **Undergraduate Courses**, University of Tehran

- HW/SW Codesign (chief TA)
 - o Designed completely new assignments on DEO-Nano-SOC kit using ARM and FPGA.
- Electronic Circuits (chief TA)
- Data Structures and Algorithms
- Introduction to Computer Systems and Programming
- Digital Logic Design Lab
- Computer Architecture and it's lab
- Computer Aided Design

2012-present

SKILLS Hardware Description Languages:

Verilog (+++), VHDL (+), SystemC (+)

Programming Languages:

C/C++ (+++): Object oriented and embedded system programming

Java (+++): Object oriented and Internet programming

Game Maker Language (+++), Python (++), JavaScript(++)

Microprocessors:

AVR (+++), ARM (+)

Software and Tools:

- CAD Tools: Altera Quartus (++), Modelsim (++), Synopsys Hspice (+), Synopsys Design Compiler (+), Altium Designer(+)
- Programming Tools: Intellij Idea (++), Git (++), VIM (++)
- Office Tools: Microsoft Office (++), LaTeX (+)
- Operating Systems: Linux (+++), Windows (++)

Languages:

Persian (Native), English (Fluent, TOEFL score: 109)

REFRENCES

Available upon request