

Mojtaba Eslahi-Kelorazi

Resume

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Education

- Oct 2016–Now **PhD Student**, *Universita della Svizzera italiana*, Lugano, Switzerland.
- **Research Advisor:** Professor *Fernando Pedone*
 - **Research Interests:**
 - Distributed Data Structures
 - Dependable Distributed Systems
 - **Courses Passed:**
 - Distributed Algorithms, Fall 2017
 - Distributed Systems Performance (A Seminar by Google's App Performance and Storage Leads, 27/28.7.2017)
 - **Teaching Assistants:**
 - Systems Programming, Spring 2017
 - Distributed Systems, Fall 2017
 - Operating Systems, Spring 2018
- 2013–2015 **M.Sc. Computer Science**, *Allameh Tabataba'i University*, Tehran, Iran.
- **GPA:** 17.55/20
 - **Research Advisor:** Professor *Fereshteh-Azadi Parand*
 - **Research Area:** Application of Game Theory in Smart Grids
 - Ranked 1st among all graduate students based on GPA.
- 2008–2012 **B.Sc. Computer Science**, *Amirkabir University of Technology*, Tehran, Iran.
- **GPA:** 15.57/20
 - Ranked among top 1% in nationwide university entrance exam.

Publication

- Nov 2015 **Game Theoretic Approaches in Modeling and Solving Smart Grid Issues.**
- **Authors:** Mojtaba Eslahi-Kelorazi and Fereshteh-Azadi Parand.
 - Presented in the *IEEE 2015, 2nd International Conference on Knowledge-Based Engineering and Innovation (KBEI)*, Tehran, Iran.
 - **Abstract:** In this paper, we categorize most important issues and subjects in both game theory and smart grid. Also, we have a comprehensive review of articles which propose game theoretic approaches in the field of smart grid.
- May 2013 **A Linear Approximation Algorithm for Bin Packing Problem with Absolute Approximation Factor of $3/2$.**
- **Authors:** Abdolabad Noori, Mojtaba Eslahi-Kelorazi
 - Presented in the *6th International Conference of Iranian Operations Research Society*, Tehran, Iran.
 - **Abstract:** We developed a new heuristic algorithm for solving Bin-Packing problem. Our algorithm guarantees the best possible approximation factor.

Work Experience

2013–2015 **TAM Iran Khodro Co.**, Tehran, Iran.

Researcher and UI Designer

- I was responsible for
 - Designing the user interface and implementing UI elements such that the software looks impressive and has high usability.
 - Researching for the latest software development and programming methodologies and keeping the group up to date.
 - Verification of MVVM design pattern. We used this pattern to facilitate separation of UI from business logics and data models.

2011–2013 **Donyaie Bazi (Game World Magazine)**, Tehran, Iran.

Website Manager, Developer and Maintainer

Computer Skills

Experienced in C, C++, C#, Java, Python, HTML, CSS, Linux

Familiar with PHP, Silverlight, OpenCV, Unity, Git, Mercurial, \LaTeX

Other Activities

2014–2015 **Allameh Tabataba'i Computer Science Journal**.

- *Editor in Chief*
- The journal was ranked 3rd out of 1100 Journals in the National Student Journals Competition (Spring 2015) for best Engineering and Technical journals.

2012–2013 **National Game Development Institute**, Tehran, Iran.

- *Game Design Student*
- **Courses:** *Introduction to Game Development, Game Genres and Chronicles, Game Design I, Game Development with Unity 3.5*
- Participated in a Game Design Contest at the *Second Tehran Video Games Expo*, 2012