Mojtaba Eslahi-Kelorazi

CONTACT
INFORMATION

PhD Student
Faculty of Informatics
Università della Svizzera italiana
6900 Lugano, Switzerland

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github.com/meslahik

INTERESTS

Dependable Distributed Systems, Distributed data management systems

EDUCATION

Università della Svizzera italiana, , Lugano, Switzerland

Ph.D. in Computer Science, August 2022
- Dissertation Topic: Scalable State Machine Replication Revisited
- Advisor: Prof. Fernando Pedone

Allameh Tabataba'i University, Tehran, Iran

M.S. in Computer Science, July 2015

Amirkabir University of Technology, Tehran, Iran

B.S. in Computer Science, September 2012

EXPERIENCE

Università della Svizzera italiana, Lugano, Switzerland   Oct 2016 - Now

Included doctoral research in Distributed Systems Group, Ph.D. and Masters level coursework, and Teaching Assistant in Masters and Bachelors level courses.

Research Assistant
Contributed to the design and development of 4 research projects:
- HERON: (to be added)
- RamCast: RDMA-based Atomic Multicast
- DynaTree: Replicated and Strongly Consistent Distributed B+Tree
- DynaStar: Dynamic Partitioning for Scalable State Machine Replication

Teaching Assistant
Served as TA for 8 semesters in various courses:
Distributed Algorithms, Operating Systems, Distributed Systems, Data Structures and Algorithms, Systems Programming

Reviewer
Served as a reviewer in major Systems conferences:
ATC: '22, EuroSys: '20-'22, DSN: '20-'22, Middleware: '19-'21, PODC: '20, OPODIS: '20, ICDCS: '19

INESC-ID, Lisbon, Portugal   Sep 2019 - Oct 2019
Visiting Researcher

Allameh Tabataba'i University, Tehran, Iran   Sep 2014 - Jul 2015
Research Assistant
Project: Application of Game Theory in Smart Grids

TAM Iran Khodro, Tehran, Iran   Oct 2013 - Aug 2015
Software developer, SCADA Development Group
Project: Supervisory Control and Data Acquisition in industrial applications

SKILLS	Languages: Java, Python, C, Bash
	Technologies: RDMA
	Tools: Docker, Git, LaTeX
	Has experience with: SQL, C#, Silverlight, HTML, CSS, Unity

HONORS AND AWARDS

- Awarded fully-funded PhD position supported by Universita della Svizzera italiana and Swiss National Science Foundation
- Ranked 1st among graduate students based on GPA
- Ranked among top 1% in nationwide university entrance exam

TALKS

- Mar 2022: Scaling state machine replication, McGill University (Montreal, Canada)
- Oct 2020: Developing Complex Data Structures over Partitioned State Machine Replication, EDCC'20 (~~Munich, Germany~~, online)
- Sep 2019: DynaStar: Optimized Dynamic Partitioning for Scalable SMR, University of Lisbon (Lisbon, Portugal)

PUBLICATIONS

Long Hoang Le, *Mojtaba Eslahi-Kelorazi*, Paulo Coelho, and Fernando Pedone. RamCast: RDMA-based Atomic Multicast In *22nd ACM/IFIP* **Middleware** Conference, Dec 2021, **Best Paper Award Nominee**

Mojtaba Eslahi-Kelorazi, Long Hoang Le, Fernando Pedone. Developing Complex Data Structures over Partitioned State Machine Replication In *16th European Dependable Computing Conference* (**EDCC**), Sep 2020

Long Hoang Le, Enrique Fynn, *Mojtaba Eslahi-Kelorazi*, Robert Soule and Fernando Pedone. DynaStar: Optimized Dynamic Partitioning for Scalable State Machine Replication. In *39th IEEE International Conference on Distributed Computing Systems* (**ICDCS**), Jul 2019

Mojtaba Eslahi-Kelorazi, Fereshteh-Azadi Parand. Game Theoretic Approaches in Modeling and Solving Smart Grid Issues. In *IEEE 2015, 2nd International Conference on Knowledge-Based Engineering and Innovation (**KBEI**)*, Nov 2015

Abdolahad Noori, *Mojtaba Eslahi-Kelorazi*. A Linear Approximation Algorithm for Bin Packing Problem with Absolute Approximation Factor of 3/2. In *6th International Conference of Iranian Operations Research Society (**ICORS**)*, May 2013

OTHER ACTIVITIES

Allameh Tabataba'i Computer Science Journal
Editor in Chief   2014 - 2015
Served as the editor in chief and was responsible for managing, gathering and editing student papers. The journal ranked 3rd out of 1100 Journals in the National Student Journals Competition for the best Engineering and Technical journals in April 2015.

National Game Development Institute
Game Design Student   2012 - 2013
Courses: *Introduction to Game Development, Game Genres and Chronicles, Game Design I, Game Development with Unity 3.5*
Participation in the contest "Game Design in 4 Days" at the *Second Tehran Video Games Expo*, Summer 2012