

Mojtaba Eslahi-Kelorazi

CONTACT INFORMATION	PhD Student Faculty of Informatics Università della Svizzera italiana 6900 Lugano, Switzerland	mojtaba.eslahi.kelorazi@usi.ch inf.usi.ch/phd/eslahi 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 <ul style="list-style-type: none">• 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. <i>Research Assistant</i> Contributed to the design and development of 4 research projects: <ul style="list-style-type: none">• 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 <i>Teaching Assistant</i> Served as TA for 8 semesters in various courses: Distributed Algorithms, Operating Systems, Distributed Systems, Data Structures and Algorithms, Systems Programming <i>Reviewer</i> Served as a sub-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 <i>Visiting Researcher</i> Allameh Tabataba'i University , Tehran, Iran Sep 2014 - Jul 2015 <i>Research Assistant</i> Project: Application of Game Theory in Smart Grids TAM Iran Khodro , Tehran, Iran Oct 2013 - Aug 2015 <i>Software developer</i> , SCADA Development Group Project: Supervisory Control and Data Acquisition in industrial applications	

SKILLS	<p>Languages: Java, Python, C, Bash</p> <p>Technologies: RDMA</p> <p>Tools: Docker, Git, L^AT_EX</p> <p>Has experience with: SQL, C#, Silverlight, HTML, CSS, Unity</p>
HONORS AND AWARDS	<ul style="list-style-type: none"> • 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	<ul style="list-style-type: none"> • 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	<p>Long Hoang Le, <i>Mojtaba Eslahi-Kelorazi</i>, Paulo Coelho, and Fernando Pedone. RamCast: RDMA-based Atomic Multicast In <i>22nd ACM/IFIP Middleware Conference</i>, Dec 2021, Best Paper Award Nominee</p> <p><i>Mojtaba Eslahi-Kelorazi</i>, Long Hoang Le, Fernando Pedone. Developing Complex Data Structures over Partitioned State Machine Replication In <i>16th European Dependable Computing Conference (EDCC)</i>, Sep 2020</p> <p>Long Hoang Le, Enrique Fynn, <i>Mojtaba Eslahi-Kelorazi</i>, Robert Soule and Fernando Pedone. DynaStar: Optimized Dynamic Partitioning for Scalable State Machine Replication. In <i>39th IEEE International Conference on Distributed Computing Systems (ICDCS)</i>, Jul 2019</p> <p><i>Mojtaba Eslahi-Kelorazi</i>, Fereshteh-Azadi Parand. Game Theoretic Approaches in Modeling and Solving Smart Grid Issues. In <i>IEEE 2015, 2nd International Conference on Knowledge-Based Engineering and Innovation (KBEI)</i>, Nov 2015</p> <p>Abdolahad Noori, <i>Mojtaba Eslahi-Kelorazi</i>. A Linear Approximation Algorithm for Bin Packing Problem with Absolute Approximation Factor of 3/2. In <i>6th International Conference of Iranian Operations Research Society (ICORS)</i>, May 2013</p>
OTHER ACTIVITIES	<p>Allameh Tabataba'i Computer Science Journal <i>Editor in Chief</i> 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.</p> <p>National Game Development Institute <i>Game Design Student</i> 2012 - 2013 Courses: <i>Introduction to Game Development</i>, <i>Game Genres and Chronicles</i>, <i>Game Design I</i>, <i>Game Development with Unity 3.5</i> Participation in the contest "Game Design in 4 Days" at the <i>Second Tehran Video Games Expo</i>, Summer 2012</p>