Mohammad Hosein Setak

Computer Engineer

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I am a hardworking and passionate individual offering more than three years of experience as a programmer. I like to solve problems using creative thinking and innovative solutions. Pursuing a new position in Master of Science in Computer Science will be widely appreciated. I am a flexible and to learner person and always thing to learn new things and concepts. I quickly master new software packages and hardware technologies.

Education 2017-09 - Current

Bachelor of Science: Computer Engineering

Last 2 year GPA: 17.42 out of 20

High School Diploma 2013-09 - 2017-09

Nikan High Schoo

Overall GPA: 19.6 out of 20

Experience 2021-06 - Current

Big Data Developer Intern sacorp, Tehran, Iran

- Behszacopp, Tehran, Iran

 Worked with one of the largest datasets in the Middle East. Behsacopp uses Hamrahe Aval (A telecom company in the Middle East with more than 65 mill subscriben)'s data, analyzes it, and gives feedback.

 We developed a royally system for Hamrahe Aval to keep customers happy and loyal using Oracle Slebel.

 I was introduced to Apache Spark, Hive and still learning it.

 Used critical thinking to break down problems, evaluate solutions and make describing.

 - decisions.
- Worked effectively with multiple Scrum teams both internally and off-shore.

Research Institute for Information and Communication Technology, Tehran, Iran

020-05 - 2020-09

2019-05 - 2019-08

- Wrote maintainable, solid code for scraping news data for nearly 200 Persian news websites, running every hour to get the latest news and make them ready for NLP analysis.
 Wrote Facebook, Instagram crawlers to get the latest posts from specific users.

Freelancina Project

- Developed an advertiser Twitter bot to advertise the company by reading the latest tweets and searching for specific keywords.
 Created a dashboard to fully control the bot and make it customizable with customer's needs.
- earch Projects
- Tehran, Iran

Amirkabir University of Technology

• Developed a compiler to compile a new simple programming language to C.

- Developed a compiler to compile a new simple programming language to C. (Compiler-project)

 Durling my Artificial Intelligence course, I developed multiple projects which used Graph Searching Algorithms, N.P., CSP in python.

 Durling my Computational Intelligence course, I developed multiple neural networks, which learned multiple games like Flappy Bird, and hand-written digits. (airplane-project) (Inand-written recognision)

 As my final project for Information Retrieval Course created a simple search engine for Pessian documents and a program to groups docs in a certain number of clusters using KNN. (IR-project)

 Developed a compilete PI controller in ROS during my Robotics course, which travels inside a maze.

 Developed a download manager like IDM in Java. (JDM)

 Developed Normal Tanks in my second semester, which is a 2d Java game as my Advanced Programming course's final project. (JTanks)

 Nikan High School

 Created an attending system prototype for schools using the fingerprint of students in the first year of high school

- Teaching Assistant

2021-02 - 2021-05

Publications

I am currently doing research in the Viechle Routing Problem area, which has resulted in two papers until now. I'm assisting Sajad Hedayati, a Ph.D. student in Civil Engineering at Knajeh Nasi' Toosi University. We use Adaptive search approaches to solve the problems. I'm responsible for coding and implementing algorithms (like SA, Genetics, Hull Cimhibing, etc.) used in the papers.

Re-supplying mobile parcel lockers in tast mile logistics (in progress). We study the generalized vehicle routing problem with multiple time windows for re-supply mobile parcel lockers at selected locations in a set of fixed routes where mobile parcel lockers are moving on these routes during the day. We first provide a mixed-integer linear programming formulation for the problem and propose an adaptive large neighbourhood search algorithm for solving large-sized instances.

Mixed-integer linear programming formulations for the clustered generalized vehicle routing problem (in progress)

The clustered generalized vehicle routing problem (CGVRP) is an extension of the vehicle routing problem in which demand points are grouped into a number of distinct zones. These zones are further grouped into different clusters. The objective of the CGVRP is to find a set of routes that a fleet of vehicles starts at depot and witsit exactly one node per zone in a manner that all zones in a cluster should be visited consecutively. This paper proposes three mixed-integer linear programming formulations, literature.

Python

Excellent

Very Good

Very Good

Reactis

Very Good

Docker SQL Very Good

Very Good

Research Interests

Artificial Intelligence & Machine Learning

Data Science & Engineering

Image Processing & Comput-

Software Engineering

Information Retrieval