

# Mojtaba Noghabaei

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## Education

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| <b>North Carolina State University (NC State)</b> | <b>2022</b> |
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- **Ph.D.** Civil, Construction, and, Environmental Engineering

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| <b>University of Tehran</b> | <b>2017</b> |
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- **B.S.** Civil and Environmental Engineering

## Research Experience

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| <b>Graduate Research Assistant (NC State)</b> | <b>2017-2018</b> |
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- Developing cutting edge applications with Unity3D enabled by Hololens and Fove for investigation of correlation between neurological signals and visual hazards
- Building Hololens application along with vision based IOT device for city of Raleigh's storm water monitoring
- Developed a VR tool for cost estimation purposes for improving customer satisfaction rate

## Industry Experience

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| <b>Programmer and VR developer</b> | Tecnosa Research Office, Tehran, Iran | <b>2016 – 2017</b> |
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- Developed commercial VR models for residential buildings and VR tools for heavy crane simulation and crane technician's training
- Developed a BIM based bridge management system for enhanced maintenance scheduling using **Navisworks API** and metaheuristic Algorithms

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| <b>Intern and Programmer</b> | Imen Sazeh Fadak, Tehran, Iran | <b>2016 – 2017</b> |
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- Developed Sketchup and VR models for residential buildings

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| <b>Programmer</b> | Aghigh, Tehran, Iran | <b>2015 – 2016</b> |
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- Developed AR application for advertisement purposes

## Teaching Experience

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| <b>Graduate Teaching Assistant</b> | <b>2017-2018</b> |
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- CE 301 Civil Engineering Surveying and Geomatics

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| <b>Undergraduate Teaching Assistant</b> | <b>2016-2017</b> |
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- CSC-112: Introduction to Computing-Visual Basic Programming

## Skills

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| <b>Programming</b> | Python, C#, C++, VB, FORTRAN, JAVA, Navisworks API |
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| <b>Software</b> | Microsoft Visual Studio, Microsoft Project, Microsoft Office, AutoCad, <b>Unity3D</b> , Stingray, Sketchup, Etabs, Safe, Revit, Navisworks |
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## Awards

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| Graduate Merit Award (GMA) Fellowship | <b>2017</b> |
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## **Publications**

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Vahid Balali, Mojtaba Noghabaei, Arsalan Heydarian, and Kevin Han; Improved Stakeholder Communication and Visualizations: Real-time Interaction and Cost Estimation within Immersive Virtual Environments. *Construction Research Congress 2018*

Navid Kayhani, Hosein Taghaddos, Mojtaba Noghabaei, and Ulrich (Rick) Hermann; Utilization of Virtual Reality Visualizations on Heavy Mobile Crane Planning for Modular Construction. *35Th International Symposium on Automation and Robotics in Construction (ISARC 2018)*

## **Projects**

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- Cloud-based Immersive Remote Inspection System using UAV
- Developing an outdoor robotic system containing a ground robot and a custom-built blimp capable of autonomous navigation using visual sensors
- Development of a Bridge Maintenance System Using Bridge Information Modeling
- Pipe Overflow Prediction Model in Stormwater Networks and Visualization Using Mixed Reality
- Predicting the determinants of project failure in Pre-construction phase using statistical modeling of data
- Real-Time Cost Estimation in Virtual Reality
- Real-Time Image Localization and Registration with BIM using Perspective Alignment for Indoor Monitoring of Construction
- VR Crane Operator Training
- Waste elimination in construction purchasing process using Value Stream Mapping