Payam Nikdel

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Burnaby, Canada

Education

Simon Fraser University (SFU)

M.Sc. Computing Science	Sep 2016 - Present time
- Thesis (M.Sc.) in computing science (Robotic, Artificial Intelligence)	
- GPA: 4.33/4.33; Expected Graduation: May 2018	
Shiraz university	Shiraz, Iran
B.Sc. Computer Engineering(Software engineering)	Sep 2010 - Feb 2015
- GPA: 17.82/20; Achieved the highest GPA among all B.Sc students	•
Work Experience	
System Developer	Tehran, Iran
Petro Gas Jahan Engineering company	May. 2015 - Jun. 2016
 Improved the company network performance tools and contributed to devel 	op software
Android Application and Web Development	Tehran, Iran
Cafebazaar (a famous reputable App store in Iran)	Apr. 2012 - Sep. 2012
- Participated in creating the Divar Android application and the Divar website	using Django
Translator Software	Tehran, Iran
Text processing Lab at University of Tehran	Sep. 2011 - Jan. 2012
 Participated in making an English to Persian translator using C++ language 	
Awards, Grants & Honours	
Graduate	
Fellowship and RA/TA position from The Simon Fraser University	2016
RA/TA position from The University of Alberta	
Fellowship and RA/TA position from The University of Victoria	
Undergraduate	
Ranked 1st in Computer Engineering students	2014
Awarded as the Best Undergraduate Student in Computer Engineering	
Ranked 18th in Iranian National Computer Olympiad for university students	
Ranked 4th in Kashan ACM competition among all national universities	2011
Research and Academic Projects	
Reinforcing a Supervised Deep Network for Maximal Map Exploration Or Oliver Schulte and Dr. Richard Vaughan	Spring 2017

Presented a new approach to reduce the training time in Reinforcement Learning algorithm. Built a hybrid network trained by a supervised algorithm to learn preliminary tasks, like obstacle avoidance, and then used

Deep Reinforcement Learning to learn maximal map exploration.

Daydream Ant Algorithm Fall 2016 Dr. Richard Vaughan Presented a new approach based on SO-LOST algorithm by adding a thinking part. Daydream algorithm will reduce the path-finding time and it will guarantee to find an optimal path. Person Re-identification Using Point-cloud images Fall 2016 Dr. Greg Mori Enhanced and compared several deep-learning approaches for identifying people using 3D point cloud data. Control the mouse cursor with eyes or hands Fall 2014 Dr. Zohreh Azimifar Built two application using OpenCV to control the mouse pointer by tracking the user's eyes or hand (two separate applications). 3D Multiplayer Game With AI Spring 2014 Dr. Farshad Khunjush Developed a first person shooter online multiplayer game using Unity game engine with the capability of over 100 simultaneous players and created a simple AI for enemies in the single player mode. Making two player 3D game in DirectX Fall 2013 Dr. Reza Rohani Created a simple two player shooter game using DirectX. **GPU Efficient Image Processing** Fall 2013 Dr. Farshad Khunjush Utilized GPU to apply filters on high resolution images on CUDA platform. **Technical Skills** • Programming Languages: Python • C Java o C++ o C# HTML CSS JavaScript o SOL • Programming Platforms & Framework: Keras TensorFlow ROS STAGE OPENCV OPENCL Unity GIT Android CUDA J2EE DJANGO LATEX • Operating System: Windows Linux **Selected Teaching Experiences Computing Laboratory** Simon Fraser University Teaching Assistant to Dr. Richard Vaughan Fall 2016 Intro.Cmpt.Sci/Programming II Simon Fraser University Teaching Assistant to Dr. Bobby Chan Fall 2016 **Digital Design** Shiraz university Head Teaching Assistant to Dr. Farshad Khunjush Fall 2014 & Spring 2014

Artificial Intelligence Shiraz university Teaching Assistant to Dr. Zohreh Azimifar Spring 2014 & Fall 2013 **Advanced Programming** Shiraz university Teaching Assistant to Dr. Ali Hamze Fall 2013 **Data Structures And Algorithms** University of Tehran Teaching Assistant to Dr. Hesham Faili **Spring 2013 Fundamentals of Computer Programming** University of Tehran Project Manager to Dr. Hashemi and Dr. Hadi Moradi Fall 2012