

# Payam Nikdel

Research assistant at Autonomy lab  
Simon Fraser University

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<http://payamn.github.io>

## Education

### Simon Fraser University (SFU)

Burnaby, Canada

*M.Sc. Computing Science*

*Sep 2016 - Present time*

- Thesis (M.Sc.) in Computing Science (Robotics, 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 develop 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 Spring 2016
- RA/TA position from The University of Alberta Spring 2016
- Fellowship and RA/TA position from The University of Victoria Spring 2016

### Undergraduate:

- Ranked 1st in Computer Engineering students Fall 2014
- Awarded as the Best Undergraduate Student in Computer Engineering Spring 2014
- Ranked 18th in Iranian National Computer Olympiad for university student Spring 2014
- Ranked 4th in Kashan ACM competition among all national universities Spring 2011

## Research and Academic Projects

### [The Hands-Free Push-Cart](#)

Summer 2017

*Dr. Richard Vaughan*

Presented a human model for an autonomous mobile robot that follows a walking user while staying ahead of them. Used multi-modal person detection and a human-motion model that considers obstacles to predict the future path of the user. This paper is currently under review by ICRA.

### [Reinforcing a Supervised Deep Network for Maximal Map Exploration](#)

Spring 2017

*Dr. Oliver Schulte and Dr. Richard Vaughan*

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. This work will be presented as a poster in IROS 2017 **Tools:** Tensorflow, Keras, ROS, Stage, Python, C++, OpenCV

<b>Daydream Ant Algorithm</b>	Fall 2016
<i>Dr. Richard Vaughan</i>	
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. <b>Tools:</b> ROS, Stage, Python, C++	
<b>Person Re-identification Using Point-cloud images</b>	Fall 2016
<i>Dr. Greg Mori</i>	
Enhanced and compared several deep-learning approaches for identifying people using 3D point cloud data. <b>Tools:</b> Tensorflow, Keras, ROS, Python, OpenCV	
<b>Control the mouse cursor with eyes or hands</b>	Fall 2014
<i>Dr. Zohreh Azimifar</i>	
Built two application using OpenCV to control the mouse pointer by tracking the user's eyes or hand (two separate applications). <b>Tools:</b> C++, OpenCV	
<b>3D Multiplayer Game With AI</b>	Spring 2014
<i>Dr. Farshad Khunjush</i>	
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. <b>Tools:</b> Unity3D, C#, Photon network	
<b>Making two player 3D game in DirectX</b>	Fall 2013
<i>Dr. Reza Rohani</i>	
Created a simple two player shooter game using DirectX. <b>Tools:</b> C++, DirectX	
<b>GPU Efficient Image Processing</b>	Fall 2013
<i>Dr. Farshad Khunjush</i>	
Utilized GPU to apply filters on high resolution images on CUDA platform. <b>Tools:</b> OpenCL, CUDA, C++	
<b>Technical Skills</b>	
<b>Programming Languages:</b>	
○ Python	○ C
○ HTML	○ CSS
○ Java	○ C++
○ JavaScript	○ SQL
○ C#	
<b>Programming Platforms &amp; Framework:</b>	
○ Keras	○ TensorFlow
○ OPENCV	○ Unity
○ J2EE	○ DJANGO
○ ROS	○ STAGE
○ Git	○ Android
○ LATEX	○ OPENCV
	○ CUDA
<b>Operating System:</b>	
○ Windows	○ Linux
<b>Selected Teaching Experiences</b>	
Computing Laboratory	Fall 2016 & Fall 2017
Intro.Cmpt.Sci/Programming II	Fall 2016 & Fall 2017
Digital Design	Fall 2014 & Spring 2014
Artificial Intelligence	Spring 2014 & Fall 2013
Advanced Programming	Fall 2013
Data Structures And Algorithms	Spring 2013
Fundamentals of Computer Programming	Fall 2012