Payam Nikdel

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Education

Simon Fraser University (SFU)	Burnaby, Canada			
M.Sc. Computing Science Sep 2016 - Presen				
 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 in the IT section	Tehran, Iran			
Petro Gas Jahan Engineering company	May. 2015 - Jun. 2016			
- Improved the company network performance and contributed in developing	ng 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 webs. 	ite 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 	ge.			
Awards, Grants & Honours				
Graduate				
Fellowship and RA/TA position from The Simon Fraser University RA/TA position from The University of Alberta	2016			
Undergraduate				
Ranked 1st in Computer Engineering students				
Selected Projects				
Daydream Ant Algorithm Dr. Richard Vaughan	Fall 2016			
Presented a new approach based on SO-LOST algorithm by adding a thinking preduce the path-finding time and it will guarantee to find an optimal path.	part. Daydream algorithm will			
Person Re-identification Using Point-cloud images	Fall 2016			
Dr. Greg Mori	1 an 2010			
Enhanced and compared several deep-learning approaches for identifying people	le using 3D point cloud data.			

• Control the mouse cursor with eyes or hands • Dr. Zohreh Azimifar				Fall 2014	
Built two application using OpenCV to control the mouse pointer by tracking the user's eyes or hand (tw separate applications). 3D Multiplayer Game With AI Spring 2014					
Dr. Farshad Khunjush					
		multiplayer game using simple AI for enemie		ne with the capability of over mode.	
Making two player 3D game in DirectX Dr. Reza Rohani Created a simple two player shooter game using DirectX.				Fall 2013	
• GPU Efficient Im • Dr. Farshad Khunj Utilized GPU to ap	iush	esolution images on C	UDA platform.	Fall 2013	
Pure P2P File Sha Mr. Morteza Tajba Technical Skills	aring Application W khsh	ritten in Python		Spring 2013	
Programming La	nguages:				
PythonHTML	CCSS	JavaJavaScript	C++SQL	o C#	
• Programming Pla	tforms & Framewo	ork:			
 Keras OPENCL J2EE	TensorFlowUnityDJANGO	ROSGITLATEX	STAGEAndroid	OPENCVCUDA	
Operating SystemWindows	o Linux				
Selected Teaching Ex					
Computing Laboratory Teaching Assistant to Dr. Richard Vaughan Intro.Cmpt.Sci/Programming II Teaching Assistant to Dr. Bobby Chan Digital Design Head Teaching Assistant to Dr. Farshad Khunjush Artificial Intelligence Teaching Assistant to Dr. Zohreh Azimifar Advanced Programming Teaching Assistant to Dr. Ali Hamze Data Structures And Algorithms Teaching Assistant to Dr. Hesham Faili Fundamentals of Computer Programming Project Manager to Dr. Hashemi and Dr. Hadi Moradi			Simon Fraser University Fall 2016 Simon Fraser University Fall 2016 Shiraz university Fall 2014 & Spring 2014 Shiraz university Spring 2014 & Fall 2013 Shiraz university Fall 2013 University of Tehran Spring 2013 University of Tehran Fall 2012		
References	•			G. F. H.	
M.Sc. Supervisor Dr. Farshad Khu Undergraduate Sup	njush			Simon Fraser University vaughan@sfu.ca Shiraz University khunjush@shirazu.ac.ir	