Arya Parvizi

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Education

Master of Computer Science — *Fredericton, NB, Canada*
UNIVERSITY OF NEW BRUNSWICK

Bachelor of Computer Engineering — *Tehran, Iran*
SHAHID BEHESHTI UNIVERSITY

Experience

Human-Robot Interaction Laboratory — *UNB, Fredericton, Canada*
RESEARCH ASSISTANT — *September 2023 - Present*

Developed teleoperation interfaces and network automation in Python3 with ROS, Tkinter.

Emphasis on software design (UI/UX, data collection) and automation workflows.

Robotics Laboratory — *SBU, Tehran, Iran*
RESEARCH ASSOCIATE — *July 2021 - Present*

Applied Reinforcement Learning, and Data Mining principles to Soccer Simulation 2D League for RoboCup Competitions to analyze and improve team performance
Applied the same principles in addition to Obstacle avoidance, and Navigation algorithms to develop A.I. for SBU Omni-Directional Robot, and resolved sensor inaccuracies to enhance high-precision mapping capabilities.

Worked with C++, Pandas, TensorFlow, ROS, Webots, Docker, and Catkin

Human-Robot Interaction Laboratory — *UNB, Fredericton, Canada*
RESEARCH ASSOCIATE — *May - September 2024*

Technical Lead, co-author, designer, and conductor of the studies of underlying unconscious biases through interactions via avatars and teleoperated robots, in a professional setting.

Introduction to Game Development — *UNB, Fredericton, Canada*
TEACHING ASSISTANT — *January 2024 - April 2024*

Instructor: Daniel J. Rea; Responsible for marking and reviewing the lab assignments

Used Godot Engine.

Introduction to Robotics — *SBU, Tehran, Iran*
INSTRUCTOR — *June 2023 - August 2023*

Instructed for summer workshops, in order to recruit new passionate individuals for the lab.

Taught Fandamentals of Robotics, Machine Learning, A.I. Algorithms, and Simulation concepts

Concealand Game Studio — *SBU, Tehran, Iran*
GAME DEVELOPER INTERN — *February 2023 - April 2023*

Applied Reinforcement Learning, Imitation Learning, and Curriculum Learning for Procedural Content Generation (PCG, procedural animation for a humanoid character) to reduce the animation state complexity for artists.

Worked with Unity3D IK frameworks, animation rigging package, and ML model training, using the C# language.

Introduction to Algorithms Design — *SBU, Tehran, Iran*
TEACHING ASSISTANT — *September 2022 - December 2022*

Instructor: Ramak Ghavamizadeh; Responsible for teaching labs and designing lab assignment problemsets.

Used C++ and bash scripts to automate the test units for marking.

Introduction to Robotics — *SBU, Tehran, Iran*
INSTRUCTOR — *June 2022 - September 2022*

Instructed for summer workshops, in order to recruit new passionate individuals for the lab.

Taught Fandamentals of Robotics, Machine Learning, A.I. Algorithms, and Simulation concepts, using C++ and Python

NAO Research and Development Group — *SBU, Tehran, Iran*
ROBOTICS ENGINEER INTERN — *July 2021 - September 2021*

Responsible for Robot motion and A.I.
The project was implementing an autonomous control system for SBU omni-directional robot. Applied Localization and Mapping algorithms using ROS2 slam libraries with LIDAR sensors.
Applied using Python3.
Fixing the 3D Model in Webots which was causing a dynamic motion failure and getting familiar with robot 3D models, URDF and Proto, and the SBU omni-robot structure in Webots.

Setting Up the ROS2 platform for the robot and getting familiar with the ROS2 networking protocols, architectures and packaging.

Honors and Awards

RoboCup 2024 International Competitions, Soccer 2D Simulation League
Ranked 5th - as a Member of R2D2 Team — *Summer - 2024*

Scholarship from School of Graduate Studies, University of New Brunswick
Board of Governors Merit Awards for Graduate Studies — *Fall - 2023*

Granted Facilities from the National Elites Foundation, Iran
As a winner of an Elite Competitive Event (RoboCup IranOpen2023) — *Summer - 2024*

RoboCup IranOpen2023 International Competitions, Soccer 2D Simulation League
Ranked 3rd - as a Member of R3CESBU Team — *Spring - 2023*

The Best Bachelor Thesis Project
Nominee — *Summer - 2022*

ROBOIUT2021, Webots' Line Follower league, Isfahan university of technology
Ranked 1st — *Fall - 2021*

Konkour, National University Entrance Exam
Tuition waived admission to Shahid Beheshti University - Ranked top 4% — *Fall - 2017*

Skills

Languages : Python, Javascript, C/C++, Java, C# **Frameworks** : Node.JS, React, Bootstrap, PyTorch, Tensorflow **Databases** : SQL, PostgreSQL, Pandas, Redis, Apache Hive, Apache Hadoop **Operating Systems** : Windows, Ubuntu, Raspbian **Misc.** : GIT, Docker, Robot Operating System (ROS)

Languages

- **English** : Fluent (IELTS 7.5)
- **Persian** : Native
- **Japanese** : Intermediate

Publications

Generating Hand-Written Symbols With Trajectory Planning Using A Robotic Arm
[more info]
2023 13th International Conference on Computer and Knowledge Engineering (ICCKE) — *27 Nov 2023*

R3CESBU Soccer Simulation 2D Team Description Paper 2023 [more info]
Team Description Paper for RoboCup 2023 — *27 Nov 2023*

Independent Projects

- **A Serious VR Game to Overcome Arachnophobia, Using Unity C# and MetaQuest3**
[github] - **A Clone of Feed and Grow Game, Using Unity C#**
- **An Implementation of a 2D Soccer Platform, and NEAT Algorithm to Train AI, Using Unity C#**
- **A Clone of Hollow Knight Game, Using Unity C#**
- **Intelligent Agent Tic-Tac-Toe Player, Using Java**
- **A Clone of Stick Hero Game, Using C++, SDL Library**
- **Spaceship Adventure Game, Using Unity C#**

Curricular Projects

[github] - **Implementation and Analysis of Binary Index Trees for Historical Blockchain Databases, Using Java**
[N.A.] - **Comparing Relative Aim Control Schemes with Aim Assistance Techniques and Gyrosensor, Using Unity C#**
[N.A.] - **Heater/Cooler with Energy Consumption Modeling and Optimization Control System, Using Matlab**
[github] - **Classification of Different Car Brand Models, Data Collection via Webscraping Using Python**
[github] - **E-Puck Robot Wall Following and Obstacle Avoidance, Using Webots C++**
[N.A.] - **Analysis and Optimization of the Shazam Algorithm, Using Matlab**
[github] - **A Complete Implementation of Decaf Compiler, Using Java**
[github] - **A Clone of Skype's Background Blurring on Webcams, Using Python OpenCV2**
[github] - **Parham Food: A Functioning Online Ordering Web Application, Using Bootstrap, REACT, and GoLang**
[github] - **Reactive Calculator Using React Framework, Using REACT**
[N.A.] - **Automated Scheduling and Course Selection for Students, Using Java**
[github] - **Eight Puzzle AI Solver Using BFS, DFS, A*, and IDA*, Using Java**
[N.A.] - **Wall Following and Path Finding Using BUG1 and BUG2 Algorithms for E-Puck Robot in Webots Simulator, Using Webots C++**
[github] - **Multi-player Chess Platform Using JavaFX**
[N.A.] - **A Clone of Doodle Jump Using C++ SDL Library**

References

Available upon request