Mohammad Ebrahim Adibzadeh

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CONTACT

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RESEARCH INTERESTS • Software Defined Networking

• Internet of Things

• Operating Systems

• Wireless Sensor Networks

EDUCATION

Amirkabir University of Technology (Tehran Polytechnic), Tehran, Iran

B.Sc., Computer Engineering

Sep. 2018 - Present

GPA: $17.44/20 \ (\approx 3.70/4)$ — Passed Units: 131/140 credits

Helli1 High School, Tehran, Iran

Diploma, Mathematics and Physics Discipline Sep. 2014 - Jun. 2018 National Organization for Development of Exceptional Talents (NODET)

GPA: 19.54/20

RELATED COURSES • Computer Networks (20/20)

• Internet of Things (20/20)

• Web Programming (20/20)

• Information Security (17.5/20)

• Data Communications (17.75/20)

• Operating Systems (18.89/20)

• Principals of Cloud Computing (20/20)

TECHNICAL SKILLS

• Programming Languages:

Go, Python, Java, C#, C

• Scripting: Bash

• Web Development: Javascript, HTML, CSS

• Operating Systems: Linux, Windows, ROS

• Database: MongoDB, MySQL, SQLite Familiar: Elasticsearch, Redis

• Tools/Frameworks:

Docker, Wireshark, Postman, vBoxManage, GitLab CI/CD

Familiar: GNS3, Mininet, Apache Hadoop, Jenkins

• Game Engines: Unity, Corona

• Text-setting: LATEX, MS Word

TEACHING EXPERIENCE

Teaching Assistant, Amirkabir University of Technology

Spring 2021, Fall 2021 Computer Networks, Prof. Masoud Sabaei Computer Networks, Dr. Pooya Hejazi Spring 2021 Data Structures and Algorithms, Prof. Alireza Bagheri Fall 2020 Data Structures and Algorithms, Dr. Hamid Hoorfar Fall 2020 Advanced Programming, Dr. Ehsan Edalat Spring 2020

CERTIFICATIONS • Artifical Intelligence in Medicine, Applications and Limitations Amirkabir Artificial Intelligence Summer Summit [certificate]

• Dive into Deep Learning

Amirkabir Artificial Intelligence Summer Summit [certificate]

• Speak Recognition Systems

Amirkabir Artificial Intelligence Summer Summit [certificate]

WORK **EXPERIENCE**

Digikala, Product Manager

July 2021 - Present

Coordinated various tech and business projects such as designing a logistics as a service system, dynamic shipping cost engines, rewriting legacy code on service oriented architecture, etc. Digikala is the biggest e-commerce platform in the Middle East.

Quiz of Kings, Client Side Developer

July 2019 - April 2021

Migrated legacy code from Corona engine to Unity engine with a new system design in a team. In addition, built a CI/CD pipeline on Gitlab for Unity builds. Quiz of Kings is a game studio both working as a publisher and a producer, having the most popular game in Iran.

NOTABLE PROJECTS

ROS GMapping, VFH

June 2022

A project in **ROS** which is consisted of 2 parts. First, creating a map using robot's **Lidar and Gmapping**. Second, heading towards a point using **VFH(Vector Field Histogram)** method for obstacle avoidance and finding the way.

LoadBalancer July 2021

A script for checking the availability of **docker containers** and dividing tasks between containers. In addition, a **docker image** is created having various functionalities for working with words and numbers like "wordcount", "min/max", "average", and "sort".

VirtualBox-Manager

Apr. 2021

An http server and a VirtualBox wrapper for managing vms remotely by http requests. Some of the available actions are "clone", "delete", "on/off", "upload file", "transfer file", etc.

WirePenguin Jan. 2021

A CLI packet sniffer for capturing packets both live or offline from .pcap files(The required layers/protocols can be specified).

Gossenger Nov. 2020

A TCP client-server **chat application** for messaging, sending files, creating groups, etc.

Arch-Linux ISO Image

Oct. 2018 - Nov. 2018

An Arch-based ISO image built for AUT-ICPC competitions of 2019, having required IDEAs and programming languages inside it. Arch-Linux was used due to memory limitations in university PCs. It was configured to only have what was purposely required thus it allocated less memory when booted live.

HONORS AND AWARDS

- Ranked in top 0.002% among all students in university entrance exam (181 between approximately 145000 applicants) in Math. and Physics., Iran, 2018
- Participated in the **Global Game Jam** 2020 competitions as a member of a 6 persons team developing "Repair Ship" game using **Unity** and **C**#.

ADDITIONAL ACTIVITIES

- Head of management of Gamecraft event Jan. 2019 Apr. 2020 Held Gamecraft event for the first time. It was consisted of **8 talks**, **4 workshops**, and **a contest** at the end. More than **500 contestants** participated in the event.
- Member of technical team of AUT-ICPC event Nov. 2019, Nov. 2020 Prepared an ISO image and PXE boot for onsite computers. In addition, provided technical support during the contest in case of computer crashes, errors, etc.

LANGUAGES

Persian: Native

English: TOEFL Mock Test 102/120