

Reza Jebeli

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PHONE NUMBER: 4385303950
LOCATION: Montreal, Quebec, Canada

PROFILE

As a master's student in Computer Science, I have undertaken challenging projects, including my thesis on breast cancer classification using advanced techniques like Transformers and Graphical Neural Networks. My bachelor's thesis involved extensive work with Django, enhancing my web development skills. Python is my preferred language, and I have applied it in multiple projects. My coding skills have grown alongside my love for programming.

EDUCATION

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| 2020-Feb 2024 | Master of Computer Science
Concordia University, Montreal, Quebec, Canada
Thesis: Breast Cancer Classification using Vision Transformers |
| 2015-2020 | Bachelor of Computer Engineering, Software
Amirkabir University of Technology (Polytechnic), Tehran, Iran
Ranked 100 in the world by subject of Engineering
Thesis: Design and Implementation of Face Editing System Using GAN |

CAREER RELATED EXPERIENCE

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| SEP 2021
FEB 2024 | Computer Vision Researcher
Concordia University
Classifying breast cancer into malignant and benign using cytological images and state-of-the-art deep learning structures such as vision transformers. |
| SEP 2021
PRESENT | Math and Computer Science Tutor
Concordia University
Tutoring Mathematics for Computer Science, System Hardware, Object Oriented Programming I, Data Structures and Algorithms, Probability and Statistics. |
| JAN 2021
AUG 2022 | Deep Learning Frameworks Researcher
Concordia University
An Empirical Study on Performance Bugs in Deep Learning Frameworks (Tensorflow and Torch) using python. |
| JUL 2019 | Distributed Deep Learning Research Intern
Hong Kong Baptist University
Comparing transmission, propagation and computation time of different distributed deep learning communication methods such as ring-based, 2d-torus, and 2-tree theoretically. Report
Colaborated with a team of phd students from mainland china and developed a strong positive working relationship within a short period of time. |
| MAY 2018
SEP 2018 | Computer Science Intern
Grid Computing department of IPM |

Designing different optimization algorithms such as Ant colony, Artificial bee colony, Tabu search, Firefly and comparing their performances in python. [|Report](#) [|Code](#)

SEP 2017
MAR 2018

Junior Game Developer

Kahoo Studio

Game development with unity engine using the c# language in front-end and python and django for the back-end.

Products : Pacmans vs Ghosts - [Hungry Jelly](#)

NOTABLE PROJECTS

- [Mask-Detector](#), Applied AI Course Project using PyTorch, 2021.
- [Advanced Search Engine](#), Information Retrieval Course Project using Java, 2020.
- Implementation of [Gradient Descent](#) and [Stochastic Gradient Descent](#), Data Mining course, 2018.
- [Classical Search](#) and [Local Search](#) algorithms, Artificial Intelligence course, 2018.
- Artificial intelligence in [Othello](#) game, Artificial Intelligence course, 2018.
- [Face Recognition](#), classify faces using SVD and PCA, 2017.
- [Search Engine](#), Data Structure Course Project by Java, implementation of BST, AVL (Bal- anced BST), TST, Balanced TST, Trie and HashMap using chaining approach based on LinkedList, 2016.

COMPUTER SKILLS

Machine Learning Frameworks:	PYTORCH, KERAS, TENSORFLOW, HUGGINGFACE
Programming Languages:	JAVA, PYTHON, C++, C#, MATLAB, RACKET, ML
Web Development:	DJANGO, BOOTSTRAP, ANGULAR, RAZOR, ASP.NET, HTTP, HTML, CSS, JS
Database Systems:	MYSQL, POSTGRESQL, PGADMIN, ORM, LINQ, XML
Hardware Development:	VHDL, VERILOG, ATMEGA16 ASSEMBLY
Others:	UNITY GAME ENGINE, MVC ARCHITECTURE, Git, \LaTeX

LANGUAGES

ENGLISH: Professional working proficiency
PERSIAN: Native proficiency