# Reza Jebeli

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## 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

2020-Feb 2024 **Master of Computer Sience**
Concordia University, Montreal, Quebec, Canada
Thesis: Breast Cancer Classification using Graph Convolutional Network

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

## Carrier Related Experience

Sep 2021 – Feb 2024 **Research on Computer Vision**
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.

Feb 2023 – Apr 2023 **Machine Learning Engineer**
Freelance
A project aimed at creating a Machine Learning algorithm capable of accurately predicting the results of soccer games. Throughout this project, I developed an algorithm employing a precise Bayesian Network model, which was used to predict the outcomes of Premier League soccer matches.

Jan 2021 – Aug 2022 **Deep Learning Frameworks Research**
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 | **Client Programmer**
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

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|---|---|
| Machine Learning Frameworks: | PyTorch, Keras, Tensorflow, HuggingFace |
| Programming Languages: | Java, Python, C++, C#, Matlab, Racket, ML |
| Web Developement: | django, bootstrap, React, 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

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| English: | Professional working proficiency |
| French: | Elementary proficiency |
| Persian: | Native proficiency |