

Reza Jebeli

EMAIL: rezajebeli97@gmail.com
GITHUB: [rezajebeli97](#)
LINKEDIN: [rezajebeli97](#)

PHONE NUMBER: 4379949989
LOCATION: Canada

EDUCATION

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

CARRIER RELATED EXPERIENCE

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| OCT 2024
Now | R&D Software Engineer
Huawei Canada
Working in the GPU compiler team. Currently focused on the Mate 80, scheduled for release this year. Optimizing the performance of the 3DGS algorithm on the Mate 80 using OpenCL and Vulkan, with a 6% reduction in training time achieved so far. Also designing a new shading language as part of a long-term project. |
| 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
AUG 2024 | Math and Computer Science Tutor
Concordia University and Private Tutoring
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. |
| 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
Collaborated with a team of phd students from mainland china and developed a strong positive working relationship within a short period of time. |
| 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. 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.
- [NUMEX Interpreter](#), An interpreter using functional language named Racket, 2019
- Implementation of [Gradient Descent](#) and [Stochastic Gradient Descent](#), Data Mining 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

Programming Languages:	JAVA, PYTHON, C, C++, C#
Machine Learning Frameworks:	PYTORCH, KERAS, TENSORFLOW, HUGGINGFACE
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, DOCKER, Git, \LaTeX

LANGUAGES

ENGLISH:	Professional working proficiency
FRENCH:	Elementary proficiency
PERSIAN:	Native proficiency