

# Sepand AliMadadSoltani

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## Education

<b>Master 2 in Medical Device Engineering</b> Polytech Lyon, Claude Bernard University Lyon 1 GPA: 14.12/20 <b>Courses:</b> Magnetic Resonance Imaging, Segmentation & Registration, Artificial Intelligence in Medical Imaging, Image Reconstruction & Inverse Problems	Lyon, France Fall 2024-Present
<b>Bachelor of Science in Electrical Engineering (Bac+4)</b> K.N. Toosi University of Technology Concentration: Biomedical Engineering GPA: 16.33/20 (Last two years: 17.29/20) <b>Courses:</b> Statistical Pattern Recognition, Signals & Systems	Tehran, Iran 2018-2023

## Honors and Awards

- €10,000 Excellence Scholarship awarded for excellent academic background by the Medical Device Engineering Graduate School program at Polytech Lyon

## Research Interests

- Neuroscience
- Functional Imaging
- Positron Emission Tomography (PET)
- Magnetic Resonance Imaging (MRI)

## Research Experience

<b>M2 Internship: Estimation of Image-Derived Input Function in Hybrid MRI and Dynamic Brain PET Imaging</b> CERMÉP	Lyon, France March 2025-August 2025
<ul style="list-style-type: none"><li>Conducted a state-of-the-art literature review</li><li>Conducted pre-processing steps on <b>MRI and PET</b> images to ensure data quality and consistency</li><li>Developed a robust segmentation algorithm for accurate extraction of internal carotid arteries from MR angiography images in python</li><li>Implemented different Partial Volume Correction algorithms for obtaining accurate input function</li><li>Assessed method performance across multiple datasets with different radiotracers using multiple <b>PET quantification techniques</b></li><li>Colabored with the BioMaps team (Paris-Saclay) to independently validate findings</li><li>Performed <b>Monte Carlo PET simulations</b> to support and strengthen evaluation outcomes</li><li>Developed new tools and improved existing ones for fast and efficient processing of PET and MRI data in C and Python</li></ul>	

<b>Bachelor's Thesis: Interactive and Intelligent Tissue Boundary Segmentation Tool</b> Machine Vision & Medical Image Processing Laboratory (MVMIP), KNTU	Tehran, Iran January-June 2023
<ul style="list-style-type: none"><li>Developed a <b>Python-based medical image analysis</b> software, from scratch utilizing VTK and PyQt libraries</li><li>Implemented multiple interactive tools (ruler, shapes, and text insertion tools)</li><li>Developed an image processing algorithm for detecting tissue boundaries</li><li>Designed a smart interactive scissor tool for fast, semi-automatic <b>tissue segmentation</b></li><li>Ensured compatibility across various tissue types and imaging modalities</li><li>Enabled users to import custom plugins to extend the functionality of the software based on their needs</li><li>Successfully shipped the software for Linux and Windows operating systems</li></ul>	

## Skills

- Programming:** Python, C, C++, CMake, Bash, MATLAB, QML
- Software and Tools:** GNU/Linux, Git, FMRIB FSL, 3D Slicer, NiftyReg, dcm2niix, TPCCLIB
- Libraries:** Tensorflow, PyTorch, NumPy, pandas, scikit-learn, Matplotlib, ITK, VTK, Qt, PyQt
- Languages:** Persian (Native), English (TOEFL: Overall: 101/120, R: 27, L:27, S:23, R:24), French (Beginner-A2)

# Work Experience

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## TECVICO

Medical Image Visualization Software (Freelance Project)

Vancouver, Canada (Remote)

July-September 2023

- Created a **Python-based medical analysis software** focusing on user-friendliness and user experience
- Designed and implemented a workflow user interface for bioinformatics analysis and processing using the Qt framework
- **Worked with a team** of engineers to integrate various machine learning algorithms into the workflow
- Designed and integrated a medical image visualizer using VTK
- Integrated multiple visualization tools and pipelines such as colormaps, image thresholding and interactive segmentation

## Razeq Co.

Electronics Engineer Internship

Tehran, Iran

Summer 2021

- Implemented smart presence detection and remote-control support for the monitor stand in Valiasr Street Museum

## Projects

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### Image-based Persian and English Character Sequence Recognition using Recurrent Convolutional Neural Networks(RCNN)

Winter 2023

- Implemented the network based on a paper using the Tensorflow library in Python
- Synthesized images of Persian text of different variety
- Applied data augmentation techniques such as rotating, translating, adding distortion, and adding noise to images
- Successfully trained the model for both languages using the self-made synthesized Persian dataset and public English datasets
- Achieved +85% accuracy for both languages

### Exploring Possibility of Alzheimer's Disease Detection using Deep Neural Network based on fMRI

Functional Connectivity Maps and Time-series Data

Fall 2022-Winter 2023

- Pre-processed and processed raw fMRI and MRI data from the ADNI database using the FSL library to extract time-series data to calculate functional connectivity maps of the subjects' brains
- Studied the previous works on this subject to find the gap
- Experimented with RCNN & CNN networks using Tensorflow to extract temporal and spatial features from images
- Gained hands-on experience with image pre-processing, neural network architecture, and deep learning principles
- Although a full model was not achieved, a lot of experience and insight were gained into medical imaging and deep learning concepts

### Automated fMRI Pre-processing and Time-series Extraction Pipeline for Large Datasets using FSL in Python

Summer 2022

- Implemented brain extraction from structural reference MR image
- Implemented **fMRI pre-processing** including motion correction, slice timing correction, spatial smoothing, and co-registration
- Implemented atlas-based ROI time-series extraction
- Enabled parallel processing to accelerate computation for large datasets
- Utilized the program for processing fMRI data from the ADNI dataset

### The Game of Tetris with a Custom Game Engine Using OpenGL in C++

Spring 2022

- Developed a custom 2D graphics renderer completely from scratch using the OpenGL graphics API in C++
- Implemented user input handling, navigatable menus, and text rendering capabilities to the engine
- Designed and implemented the game of Tetris using the said engine in Object Oriented C++