

# Sepand AliMadadSoltani

Lyon, France | +33 (0)6 49 55 25 42  
sepand.a.m.soltani@gmail.com | <https://sepandsoltani.github.io>

## Education

<b>Master 2 in Medical Device Engineering</b> Polytech Lyon, Claude Bernard University Lyon 1	Lyon, France 2024-2025
<ul style="list-style-type: none"><li><b>GPA:</b> 15.31/20</li><li><b>Courses:</b> Magnetic Resonance Imaging, Segmentation &amp; Registration, Artificial Intelligence in Medical Imaging, Image Reconstruction &amp; Inverse Problems</li><li><b>€10,000</b> Excellence Scholarship awarded for excellent academic background</li></ul>	

  

<b>Bachelor of Science in Electrical Engineering</b> K.N. Toosi University of Technology	Tehran, Iran 2018-2023
<ul style="list-style-type: none"><li><b>Concentration:</b> Biomedical Engineering</li><li><b>GPA:</b> 16.33/20</li><li><b>Courses:</b> Statistical Pattern Recognition, Signals &amp; Systems, C Programming, Engineering Math, Engineering Probability</li></ul>	

## Research Interests

- Functional Imaging
- Positron Emission Tomography (PET) and Kinetic Modelling
- Magnetic Resonance Imaging (MRI)
- Machine Learning and Artificial Intelligence in Health

## Research Experience

<b>Master's Internship: Bayesian Inference of Image-Derived Input Function in Dynamic PET/MR Brain Imaging</b> CERMÉP	Tehran, Iran Lyon, France March 2025-August 2025
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- Built an automatic carotid-artery segmentation pipeline on MR angiography in Python
- Implemented a **Markov chain Monte Carlo** Bayesian inference algorithm for partial volume correction
- Achieved lower quantification bias than alternative methods (MAPE 13% vs 24% and 37%)
- Collaborated with Paris-Saclay to independently validate the method and demonstrate reusability
- Performed realistic **Monte Carlo PET simulations** to support and strengthen evaluation outcomes
- Developed new tools and improved existing ones for efficient processing of PET and MRI data in C and Python

<b>Bachelor's Thesis: Interactive and Intelligent Tissue Boundary Segmentation Desktop App</b> Machine Vision & Medical Image Processing Laboratory (MVMIP), KNTU	Tehran, Iran January-June 2023
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- Developed a **Python-based medical image analysis** software, from scratch utilizing VTK and PyQt libraries
- Implemented multiple interactive tools (ruler, shapes, and text insertion tools)
- Developed an image processing algorithm for detecting tissue boundaries
- Designed a smart interactive scissor tool for fast, semi-automatic **tissue segmentation**
- Enabled users to import custom plugins to extend the functionality of the software based on their needs
- Successfully shipped the software for Linux and Windows operating systems

## Skills

- Programming:** Python, C, C++, CMake, Bash, QML
- Software and Tools:** GNU/Linux, Git, FMRIB FSL, 3D Slicer, TPCCLIB
- Libraries:** Tensorflow, PyTorch, NumPy, pandas, scikit-learn, Matplotlib, ITK, VTK, Qt, PyQt
- Languages:** English (fluent, TOEFL score:101/120), French (Intermediate), Persian (Native)

## Work Experience

<b>Sharif University Science &amp; Technology Park</b> Junior C++ & QML Software developer	Tehran, Iran October 2023-July 2024
<ul style="list-style-type: none"><li>Designed and developed a modern interface using the Qt Framework's QML language</li><li>Built and optimized backend logic in C++ to handle large volumes of data efficiently</li></ul>	

## 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 and logic for designing custom pipelines 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 utilities such as colormaps, image thresholding and interactive segmentation

## Razeq Co.

Electronics Engineer Internship

Tehran, Iran

June- August 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

- 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++