Sia Rezaei

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PROFESSIONAL SUMMARY

Software engineer with a focus machine learning who strives for code craftsmanship. A systemizer and organizer with extensive experience with planning & executing in young and growing companies.

SKILLS

- Languages: C/C++, Python, Javascript, C#, PHP
- ML libs: Tensorflow, PyTorch, SciPy, NLTK, Matlab, R
- OS: Linux, Embedded Linux, OSX, Windows, WinCE 5
- Misc.: ZeroMQ, OpenCV, GIT, Jira
- Backend: Node.js, Express, Redis, AWS
- Frontend: AngularJs, jQuery, HTML, CSS
- Electronics (schematic and layout) design
- Electronics sourcing and manufacturing

WORK HISTORY

APRIL 2010-FEB 2017

Founder | Serene Audio Inc. | Vancouver BC

- Strategic planning for Serene Audio to achieve short to long-term goals
- Creation & maintenance of sereneaudio.com
- Design and production of DSP amplifiers for use in loudspeakers
- Acoustics, mechanical design, and DSP tuning of loudspeakers
- Design and operation of manufacturing process for production of loudspeakers

APRIL 2014-MARCH 2015

Data Analysis | Lazymeal | Vancouver BC

Developed and implemented comprehensive analytics tools and methods for:
- Gathering data and usage habits of customers to drive development Lazymeal's targeted marketing.
- Data analysis to predict the ROI before signing new partners and customers.
- Directing the efforts of the sales team to increase LTV
- Developed a platform to create, manage, and analyze the performance of guerrilla marketing campaigns

SEPTEMBER 2013-FEBRUARY 2014

Web developer | Verlico Inc | *Vancouver BC*

Worked on frontend (AngularJS, HTML, CSS) and backend (NodeJS, Express, Redis, Elastic Search) of Verlico.com, a fashion social networking platform. Also worked on deployment of the platform on AWS.

SEPTEMBER 2010-MAY 2011

Engineer/Software architect | Hipparcos Tech. | Vancouver BC

- Developed a distributed computing software on embedded Linux in C and Python for a cloud connected home robot
- Updated Linux's display and touchscreen drivers for the embedded hardware used in this project
- The robot's hardware consisted of a BeagleBoard + Arduino on a chassis with 4 wheels, a stereo camera, ultrasound, infrared, and motion sensors.
- Firmware for 8-bit MCU control board
- In this position, I worked extensively with ZMQ, OpenCV, and Clutter graphic library

MAY 2009-JAN 2010

Embedded software developer | Serene Controls | Vancouver BC

- Developed software in C++ for an embedded, LAN connected, touchscreen media controller on Win CE 5.0
- Developed a lightweight graphics and physics engine from the ground up, in order to achieve good graphics performance (i.e. smooth animations) on a modest platform (ARM9 - 400MHz without a GPU)
- Updated touchscreen drivers for a smoother performance & better UX

PROJECTS + HOBBIES
- Active contributor/commiter to PySyft, a homomorphically encrypted deep learning library
- Duplicate question detector for Quora - Kaggle competition
- Uncertainty backpropogation (in progress)
- Hiking, interval training, snowboarding, making music

EDUCATION + CERTIFICATIONS

2017

- Probabilistic Graphical Models Specialization by Daphne Koller (in-progress)
- Statistics with R specialization by M Rundel
- Bayesian Statistics course by Herbert Lee
- Machine Learning course by Andrew Ng
- Neural Networks course by Geoff Hinton

2010

Bachelor of Applied Science in Systems Engineering Simon Fraser University, Vancouver, BC