

# VAHID HEIDARIPOUR LAKHANI

Tehran, Iran

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GitHub

## EDUCATION

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**Kharazmi University, Tehran**

*2013 - 2016*

Master of Science, Computer Science

Overall GPA: 17.03 / 20

Advisor: Prof. Omid Ebadati

**AmirKabir University of Technology, Tehran**

*2008 - 2013*

Bachelor of Science, Computer Science

Advisor: Prof. Mohammad Shiri

## PUBLICATION

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**“Distinct Methodologies to Assess the Conditions of Petroleum Reservoirs with Respect to Onset of Sand Production”**, Mohammad M. Ghiasi, Mohammad F. Ghasemi, Vahid Heidari pour, Amir H. Mohammadi.

Journal of Petroleum and Coal(2019):61(2):339-350 [Link]

**Abstract:** In this work, CART-Decision Tree, Random Forest and Extremely Randomized Tree (Extra Tree) have been employed to conduct the classification of petroleum reservoirs for the first time.

## SELECTED PROJECTS

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### Crop-It-game

This one is an open-source 2D game about a polygon which you must crop it repeatedly. The more you shrink it, the more score you collect. This game is implemented in Cocos2d-x and C++ entirely in just a weekend. [Source]

### Circular game

This game implemented for Android devices in Cocos2d-x and C++. In this game, the player needs to concentrate and tap the screen on time to match colors. This game was on top of ten favorite games chart for two weeks in the Bazaar Android market (most famous Iranian android market).[Link]

### Jazz improvisation with LSTM

Implementation of a model that uses Long Short Term Memory(LSTM) to generate Jazz music. [Source]

### Multi-Paxos

Paxos is a protocol used to solve consensus in asynchronous systems. Simply put, consensus can be used by a set of processes that need to agree on a single value. More commonly though, processes need to agree on a sequence of totally ordered values - a problem known as atomic broadcast. [Source]

## LICENSES & CERTIFICATIONS

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**Deep Learning Specialization**, [Coursera]

**Neural Networks and Deep Learning**, [Coursera]

**Improving Deep Neural Networks: Hyperparameter tuning, Regularization and Optimization**, [Coursera]

**Convolutional Neural Networks**, [Coursera]

**Structuring Machine Learning Projects**, [Coursera]

**Sequence Models**, [Coursera]

## HONORS AND AWARDS

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Spring 2014	Ranked 7 <sup>th</sup> in nation wide <i>ACM-ICPC</i> contest amongst 22 teams, Rafsanjan, Iran.
Fall 2013	Ranked 143 <sup>th</sup> in the Iran National university entrance exam amongst more than 5,000 participants in the university entrance exam for M.Sc. degree.
Fall 2008	Ranked 1133 <sup>th</sup> in the Iran National university entrance exam amongst more than 450,000 participants in the university entrance exam for B.Sc. degree.

## WORK EXPERIENCE

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2019 - current	Freelance Software Developer C, C++, Python
2018 - 2019	Research Internship, Università della Svizzera italiana, Switzerland On-campus research intern under supervision of Prof. Fernando Pedone, with focus on concurrent manipulation on databases, on a big cluster of nodes. Implementation of Multi-Paxos based on Paxos algorithm
2015 - 2018	Game Programmer, Medrick Game Studio , Iran Medrick game studio is one of the leading game development studios in Iran, with focus on real time games for Android and IOS
2015 - 2016	Technical editor and writer, Bazinameh Online Magazine It's an online magazine with focus on tutorials about game development in all areas, from technical to game design
Summer 2012	Game Development Intern, Dead Mage Game Studio, Iran Dead Mage is one of the best game studios in Iran and has a very intensive background in game development industry with two successful games on PC and mobile platforms, Garshasp: The Monster Slayer and Shadow Blade. Fortunately, as I was an intern there, Shadow Blade's development lunched and I had this chance to be a part of the development team. Team has 7 members and they have very good interaction together. I learned a lot about team work, being responsible and hard work there.

## TEACHING EXPERIENCE

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Fall 2017	Teaching Assistant, Machine Learning with Python, University of Kharazmi.
Fall 2016	Teaching Assistant, Machine Learning with Python, University of Kharazmi.
Fall 2016	Computer fundamentals and Algorithm, AEONE High school.
Spring 2015	Python Programming Language, Allameh Tabatabaai High School.
Fall 2015	Teaching Assistant, Machine Learning with Python, University of Kharazmi.
Fall 2014	Teaching Assistant, Game Theory course, University of Kharazmi.
Fall 2014	C++ Programming Language, Allameh Helli 7 High School(National Organization for Development of Exceptional Talents(NODET)).

## PROGRAMMING AND TECHNICAL SKILLS

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Programming Languages:	C, C++, C#, PYTHON, JAVA, R
Tools:	L <sup>A</sup> T <sub>E</sub> X, MICROSOFT VISUAL STUDIO, MATLAB, JUPYTER NOTEBOOK
Security and Digital Certificate:	OPENSSL AND MICROSOFT CERTIFICATE SERVICES
Others:	TENSORFLOW, LINUX, VIM, SSH, GIT

## TEST SCORES

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TOEFL	97 (R:24, L:25, S:24, W:24) - Sep. 2019
GRE	(V 145 - Q 158 - AW 3) - Nov. 2019

## NATIONALITY AND DATE OF BIRTH

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Nationality:	Iranian
Data of birth:	May 11, 1989