VAHID HEIDARIPOUR LAKHANI

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GitHub

Personal Website

EDUCATION

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

"Distinct Methodologies to Assess the Conditions of Petroleum Reservoirs with Respect to Onset of Sand Production", Mohammad M. Ghiasi, Mohammad F. Ghasemi, Vahid Heidaripour, 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

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

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

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

WORK EXPERIENCE

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

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 Tabatabaii 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

Programming Languages:	C, C++, C#, PYTHON, JAVA, R
Tools:	LaTeX, MICROSOFT VISUAL STUDIO, MATLAB, JUPYTER NOTEBOOK
Security and Digital Certificate:	OPENSSL AND MICROSOFT CERTIFICATE SERVICES
Others:	TENSORFLOW, LINUX, VIM, SSH, GIT

TEST SCORES

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

Nationality:	Iranian
Data of birth:	May 11, 1989