

Pante a Jabbari Taleghani

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RESEARCH INTERESTS

Artificial Intelligence, Image Processing, Computer Games, Pattern Recognition, Nanotechnology, Chemistry

EDUCATION

- **Sharif University of Technology**, Tehran, Iran
2004-2008: BSc. in Computer Engineering, Major: Software Engineering, GPA: 16.84
- **Farzanegan High School**, Tehran, Iran
Part of National Organization for Development of Exceptional Talents(NODET)
2000-2004: Diploma,Mathematic and physics Disipline

HONORS AND AWARDS

- ◇ **1st Rank** AICUP Artificial Intelligence Competition, Spring 2007
- ◇ Received **Silver Medal** in Iran's National Chemistry Olympiad, September 2003.
- ◇ **157th Rank** Iran's Nationwide University Entrance Exam for Engineering and Applied Mathematics (among more than 700000 students), Summer 2004.
- ◇ **Honorable Mention** Intelligent Game Controller for Ms.Pacman, IEEE Congress on Evolutionary Computation (CEC), Singapore, September 2007.

EXPERIENCES

Sharif University of Technology,
Computer Department,
Artificial Intelligence Lab
Tehran, Iran

Research Assistant, Programmer

June 2007 – Present

Designed and Implemented a game controller, to participate in the Ms.Pacman competition held by IEEE Congress on Evolutionary Computation. In this competition agents were supposed to read the input (the game board) using image processing techniques and control the Pacman to reach a high score in the game. Our research included using Evolutionary Algorithms to reach a higher score in the game.

SKILLS

- ◇ **Programming Languages:** C, C++, Java, 80x86 and 68k Assembly, Visual Basic, Matlab, SQL, Verilog
- ◇ **Operating Systems:** Linux, Windows NT

LANGUAGES

- ◇ **Persian:** Native
- ◇ **English:** Fluent
TOEFL(iBT) score: 105
GRE(General) score: Verbal: 400 , Quantitative: 800 , Analytical: 4.0

RESEARCHES

- ◇ **Function estimation using genetic algorithms:** Designed and implemented a program to estimate functions. Genetic Algorithms were used to estimate a function, having its outputs for certain inputs.
- ◇ **An evolutionary algorithm to reach a high score in Pacman:** Designed and implemented an agent using Evolutionary and Genetic Algorithms. The agent is supposed to compete in January 2008.
- ◇ **Design and implementation of an expert system to suggest solutions for medical situations**

SOME OF NOTABLE PROJECTS

- ◇ **Data compression using Burrows-Wheeler algorithm:** A C++ implementation of Burrows-Wheeler algorithm which includes 3 phases: Burrows-Wheeler transform, Move-to-front encoding, and Huffman encoding.
- ◇ **Design and implementation of a Servlet Container:** A J2EE-based application which can run HTTP servlets with features like the ability to access request and response objects, and to map servlets to URLs.
- ◇ **Design and implementation of a web application for online shopping and auction:** This web-based site included features which enabled the users to announce goods for sale on market or by auction, buy market goods, or suggest prices for auction goods. It also had features for the manager to order different types of reports such as the number of items remaining in the inventory, a history of suggested prices in each auction, etc.
- ◇ **Design and implementation of a compiler for Java:** Compiler, Interpreter, Intermediate code generator, and Motorola 68k machine code generator for Java.

ELECTIVE COURSES TAKEN

- ◇ **Expert Systems**
- ◇ **Analytical Chemistry**

HOBBIES

- ◇ **Playing the guitar:** classical and flamenco
- ◇ **Rock Climbing:** member of Sharif University Rock Climbing team

SOME OF MY MENTIONABLE GRADES

- ◇ **Artificial Intelligence:** 20
- ◇ **Differential Equations:** 20
- ◇ **Discrete Mathematics:** 20
- ◇ **Computer Structure & Language:** 19.4
- ◇ **Computer Networks:** 18.5
- ◇ **Designing Compilers:** 18.7
- ◇ **Numerical Computation:** 18.5
- ◇ **Analytical Chemistry:** 20

REFERENCES

Available on request.