

Ali Rostami

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RESEARCH INTERESTS

- Computer Graphics
- Physical Rendering
- Parallel Computing
- Computational Photography

EDUCATION

DONALD BREN SCHOOL OF INFORMATION AND COMPUTER SCIENCES

PHD. IN COMPUTER SCIENCE
2017 - present | Irvine, CA
UC Irvine Computer Graphics lab

SHARIF UNIVERSITY OF TECHNOLOGY

B.S. IN COMPUTER ENGINEERING
2012 - 2017 | Tehran, IR
Conc. in Information Technology

LINKS

Github:// [aerostami](#)
LinkedIn:// [aerostami](#)

RELEVANT COURSES

Computer Graphics	20.0/20
Vision In Smart Environments	19.2/20
Computer Simulation	19.5/20
General Mathematics I	19.5/20
General Mathematics II	17.0/20
Advanced Programming	19.0/20
Design of Algorithm	17.0/20
Data Structures	18.6/20
Discrete Mathematics	18.2/20

SKILLS

PROGRAMMING

Cuda • OpenCV • OpenGL • C/C++
Matlab • WebGL • Unity3D • Java
Python • javascript • C-Sharp • html5
css3 • Django • libGDX • L^AT_EX • iOS

LANGUAGES

Farsi Native
English* Professional proficiency
French Elementary proficiency
(*TOEFL:109, R:27, L:27, S:28, W:27)

RESEARCH EXPERIENCE

UC IRVINE | COMPUTER GRAPHICS GROUP, ICS AND BIO DEPARTMENTS Present | Irvine, CA

- Research Project | Virtual Reality for Mice

MAX PLANCK INSTITUTE FOR INFORMATICS | GPU SCHEDULING AND PARALLEL COMPUTING IN RENDERING GROUP

Summer 2016 | Saarbrücken, DE

- Research Internship | Gradient Domain Path Tracing.

AMBIENT INTELLIGENCE LAB | INTERN RESEARCHER

Summer 2015 | Sharif University of Technology

- Internship | Agent Oriented game design tool

IMAGE PROCESSING LAB | PROGRAMMER

Spring 2015 | Sharif University of Technology

- Graphical Dataset with Ground Truth for evaluating Virtual Ads in sports.

WORK AND ENTREPRENEURSHIP

PHACO EYE SURGERY SIMULATOR | GRAPHICS RD ENGINEER

2016 - 2017 | Tehran Iran

- Included designing the graphics pipeline, GLSL programming and working with SOFA engine.

KAIDAN GAME | ASYMMETRIC ONLINE MULTIPLAYER HORROR GAME

Jun 2015 – Jan 2016 | Tehran, IR

- Member of the founding team and programming.

VIRTUAL ARC WELDING SIMULATOR | UNITY3D, LEAP MOTION

Sep 2015 - Apr 2016 | Tehran, IR

- Design and Development of Arc Welding Simulation Research Project.

CHAPAR CHOST | ANDROID RUNNER GAME

Summer 2014 | Tehran, IR

- Design, Art and Music by Myself. Developed with LibGDX Game Engine, Java.

TEACHING ASSISTANCE

2017	Fall	UCI	Boolean Algebra and Logic
2017	Spring	SUT	Computer Graphics
2015	Spring	SUT	Data Structures and Fundamentals of Algorithms
2015	Spring	SUT	Fundamentals of Programming, Python
2014	Fall	SUT	Computer Simulation
2014	Fall	SUT	Mobile Programming
2014	Spring	SUT	Fundamental Of Programming, C

ACADEMIC SERVICE

2017	Technical Staff	International Olympiad in Informatics
2016	Lecturer	OpenGL workshop by SIGGRAPH Theran chapter
2016	Team Leader	Sharif AI Challenge Design and Development Team
2015	Technical Staff	ACM-ICPC Asia Region + ACM AI Challenge
2015	Presenter	VR Conference at SUT by SIGGRAPH Theran chapter
2015	Technical Staff	Sharif Java Challenge Development Team
2014	Technical Staff	ACM-ICPC Asia Region + ACM AI Challenge