

MOHAMAD ALI GHARAAT

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EDUCATION

BACHELOR OF SCIENCE

University of Isfahan, Isfahan, Iran

Sep 2014 - Present

- Major: Computer Engineering – Software
- GPA: 3.2/4 (via 128 passed credits)
- Bachelor thesis: Automatic Generation of Android Location-Based Apps using Model-Driven Approach

HIGH SCHOOL DIPLOMA

Shahid Ejei 1 High School (a branch of National Organization for Development of Exceptional Talents, NODET), Isfahan, Iran

Sep 2010 – Jul 2014

- High School diploma in mathematics and physics
- GPA: 3.9/4

AWARDS & HONORS

- 3rd place at 5th AFTA festival for our presented cybersecurity startup Mar 2018
- **3rd place at Sharif University AI Challenge 2017** Feb 2017
- Honorable Mention at ACM/ICPS contest, Asia Region 2016 Dec 2016
- Ranked 2652rd out of nearly 220,000 participants in Iran's University Entrance Exam Sep 2014
- **Bronze Medal at the Iran National Nano Technology Olympiad** Jun 2013

RESEARCH INTERESTS

- Reinforcement Learning
- Anomaly Detection
- Computer Vision (Medical Imaging, Autonomous Vehicles)
- Model-Driven Software Engineering (Mobile App Generators, Society Modeling)
- Software Engineering

SELECTED ACADEMIC PROJECTS

- Course: User Interface Design Spring 2018
Design and Develop a Web app front end, the site was an audio editor app, implemented using bootstrap 4 and javascript.
- Course: Principles of Database Design Spring 2017
Development of an appointment making web app using Vuejs, MYSQL and SLIM framework.
- Course: Design of Programming Language Fall 2016
Design and Implementation of a Programming language by ANTLR 4.

- Course: Artificial Intelligence Fall 2016
Design an AI for playing snake game. The AI's best score was eating the apple 133 times. The whole size of the game board consisted of 256 blocks.
- Course: Advanced Programming II Spring 2016
Logic circuits simulator that simulates simple circuits made of gates and save/load the designed circuit into/from the server using Java EE, Java FX, and SAX for parsing the XML files.
- Course: Advanced Programming I Spring 2015
An unfinishable game like what is available in chrome browser when the device is offline. Using pure java with a funny turtle character!

WORKING & TEACHING EXPERIENCE

- **Junior Programmer:** [Danesh Pajuohan institute](#) Sep 2016 – Feb 2017
Android & Back End -using the Slim framework- developer involved in the institute CRM android app project.
Developed Android app called AVA in terms of Material design and with three main functionalities including as below:
 1. Set user reminder to follow a registration process of the institute applicant.
 2. Add a new customer, this also works offline and the app uploads the data when it is possible.
 3. The messaging feature, that was implemented to let sells team contact each other better.
- **Teaching Assistant:** University of Isfahan Sep 2018 – Dec 2018
Course title: **Object Oriented Design and Analysis**
Instructor: Prof. Zamani, Bahman
Organized weekly tutorial about software design principles. Helped students get ready for their presentation for the class. Graded student's exam papers and assignments.

Course title: **Technical English** Sep 2016 – Dec 2016
Instructor: Prof. Kolahdouz Rahimi, Shekoufe
Organized tutorial about how to write scientific articles and also where to search and find the references.
Helped students get ready for their presentation for the class.
Graded student's exam papers and assignments.
- **Freelancer** Sep 2014 - present
 - **Mobile Android app projects:** a game, video editing, picture editing, and contact editor Android apps, that they published in the Cafe Bazaar, a well-known Iranian Android market.
 - **Websites:** a school application website and its appointment assistant website, some other landing pages.

- **Raspberry Pi projects:** a system for analyzing amount of smoke and fire available in the images that are feeding from the connected camera, a simple humidity and temperature reporter.

RESEARCH EXPERIENCE

- Bachelor Thesis in the faculty of computer engineering, University of Isfahan
Title: Automatic Generation of Android Location-Based App Using Model-Driven Approach
 Supervisor: Dr. Bahamn Zamani
 Developed my internship project and proposed a framework called “ALBA” contains the ALBA DSL, a modeling Editor, and a Code Generator. Eugenia and Epsilon Generation Language were the tools I used in my project.
 Evaluated the usability of the framework and the outcome was large improvement in productivity of developers.
- Internship in the faculty of computer engineering, University of Isfahan
Title: Using the model-driven approach for generating Android location-based apps.
 Supervisor: Dr. Bahamn Zamani
 Completed a project about model-driven methodology for generating android app. During that project a new app generated completely from modeling and that was [UniFy](#) an app for navigating and finding about 100 places in University of Isfahan campus.

PUBLICATIONS

- A paper includes the result of my bachelor thesis is almost written that will be submitted for a journal.

LANGUAGE PROFICIENCY

- English Professional working proficiency
- Persian Native

LEADERSHIP & SERVICE

- Co-founder of “Hi Iran” startup, supported by [Axell Accelerator](#).
- Editor and Art Director of the “Rade Pa” a magazine that publishes in the University of Isfahan.

SKILLS

- PROGRAMMING SKILLS: Java, Python, JavaScript, PHP, Prolog, Clips, MySQL, SQL Server
- TOOLS AND DEVICES: TensorFlow, Keras, OpenCV, SimpleCV, Raspberry Pi
- SOFTWARES: Adobe Photoshop, Adobe InDesign, Adobe AfterEffect, Adobe Flash

VOLUNTEER WORKS

- STAFF: 8th Nano Technology Festival
- STAFF: Second National Conference on Computer Games; Challenges & opportunities (CGCO 2017)

REFERENCES

- **Prof. Zamani, Bahman**
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University of Isfahan
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- **Prof. Kolahdouz Rahimi, Shekoufe**
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