



Education

PhD | Computer Science

University Of Windsor | 2018

- Windsor, Canada
- Human Activity Recognition
- Video content processing
- Multimedia Research Lab
- GPA: 3.84

MS | Artificial intelligence

Sharif University of Technology | 2008

- Tehran, Iran
- Speech synthesis by unit selection
- Speech Processing Lab
- GPA: 3.83

BS | Computer Engineering

Sadjad University of Technology | 2006

- Mashhad, Iran
- GPA: 3.55

Technical Skills

Senior Developer

•C/C++ •cmake •conan •python

Hands on Experience

- Machine Vision •Machine Learning
- Deep Learning •Camera Calibration
- Stereo Vision •Speech Synthesis

Machine Learning Skills

- CNN •RNN •LSTM •SVM •KMeans
- PCA •LDA •BoW •GMM
- Fisher Vector •SVD •Eigen Vector
- Markov process •HMM •CART

Tool/Libraries

- OpenGL •dearImGui •OpenCV
- numpy •tensorflow •pytorch
- HALCON •STL

Software Development

- Design Patterns •OOD •TDD •git
- DevOps •ci/cd gitlab •Cross platform •multithreading

Development Platforms

- Linux •Windows •docker •Mac
- QNX •Raspberry •Pi •etc.

Other

- C# •java •go •bash scripting
- javascript •swift •Objective-C •VB
- Ruby •PHP •scheme •HTML •css

Work Experience

R&D Software Developer | 2021-Present

Tessonics Inc.

- Lead software developer for transcranial imaging project software GUI
- Implementation of online 3D volume rendering of captured data.
- Rendering the arbitrary oblique slices of 3D volume + measurement tools.
- Implementation of several color mapping algorithms.
- 3D registration of surfaces from ultrasound to CT (using a variant of ICP).
- Counsellor on extraction of skull profile from 3D ultrasound using deep learning.
- Lead software developer for real time weld analyzer project.
- Run inference for DNN models trained on tensor-flow and torch in C++.
- Skills: Software development, research, machine vision, computer graphics, 3D volume rendering, 3D point cloud registration, shader programming
- Tools: C++, OpenGL, dearImGui, glsl, OpenCV, Python, libTorch, Tensor-Flow, U-Net.

R&D Software Developer | 2017-2021

AIS Tech Group

- Design and implementation of an industrial machine vision system
- Designing special targets that allow the system to have more than one million unique target ids
- Implementing the geometry-3D, a math library that performs 3D pose calculations, including averaging of poses
- Human tracking in industrial settings using deep learning methods
- Skills: research, machine vision, 3d reconstruction, vision target design, deep learning
- Tools: C#, C++, OpenCV, Python, YOLO, SSD, pyTorch, Tensor-Flow

Machine Vision Researcher | 2016-2017

Radix Inc

- Verifying the existing camera calibration system
- Implementing improvements to increase the vision system accuracy
- Skills: research, machine vision, 3d reconstruction, calibration
- Tools: Python, Halcon, OpenCV, C#, C++

Computer Science Colloquium Representative | 2016-2017

University of Windsor

- Coordinating weekly colloquium meetings
- Skills: Organization

Research Assistant | 2013-2018

University of Windsor

- Improving the automatic understanding of human activities from visual inputs
- Proposing and implementing a new feature extraction method
- Skills: Research, feature engineering, SVM, Bag of Words, Fisher Vector, VLAD
- Tools: C++, OpenCV



Honors

best presentation | CSCON

University of Windsor

- 2015
- 3rd place

Scholarship recipient | GSS

University of Windsor

- 2015, 2017

Scholarship recipient | GSS

University of Windsor

- 2015, 2017

Second best GPA | bachelor

Sadjad University of Technology

- 2006

Best GPA | bachelor semesters

Sadjad University of Technology

- Spring & Fall 2004
- Fall 2005

Semi-finalist | National

Mathematics Olympiad

Mashhad, Iran

- 2002

Semi-finalist | National

Computer Olympiad

Mashhad, Iran

- 2001

Hobby Projects

Wordle Solver | 2022

Implementing a information theory based solver for any language.

- Information Theory
- C++, go



Text Generation | 2019

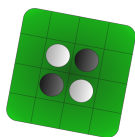
Implementing a character level LSTM to generate Persian text based on trained text.

- deep learning, LSTM
- pyTorch

Reversi Player | 2013

This is an implementation of a reversi game player who chooses the best next action based on minimax tree search.

- Game AI
- Minimax tree
- C++



Languages

•English •Persian

Work Experience continued

Senior Java Developer | 2013-2015

inextweb

- Optimizing and improving next-generation web search engines
- Improving performance by distributing the mongoDB among different nodes
- Skill: Software Development
- Tools: Java, mongoDB

Software Developer | 2006-2009

Maharan Engineering Co

- Developing the telecommunication system which uses multiple connected network layer for automated train signaling.
- Developing GUI for displaying the location of trains, tracks and controlling railroad system.
- Skills: Software development, Software design, socket programming
- Tools: C/C++, C#, sctp

Research Assistant | 2006-2008

Sharif University of Technology

- Creating the first practical Persian speech synthesis system
- Skills: Research, Unit selection, Classification and Regression trees
- Tools: C++, scheme, Berkeley DSP, festival

Publications

- Pejman Habashi, Boubakeur Boufama, and Imran Shafiq Ahmad. "Disparity-Augmented Trajectories for Human Activity Recognition", Evolutionary Intelligence (2021): 1-11.
- Pejman Habashi, Boubakeur Boufama, and Imran Shafiq Ahmad, "A Better Trajectory Shape Descriptor for Human Activity Recognition", International Conference Image Analysis and Recognition, 330-337, Springer, 2017.
- Boubakeur Boufama, Pejman Habashi, and Imran Shafiq Ahmad, "Trajectory-based human activity recognition from videos", Advanced Technologies for Signal and Image Processing, IEEE, 2017.
- Pejman Habashi, Boubakeur Boufama, and Imran Shafiq Ahmad. The bag of micro-movements for human activity recognition. In *Image Analysis and Recognition*, pages 269–276. Springer, 2015.
- Imran Shafiq Ahmad, Boubakeur Boufama, Pejman Habashi, William Anderson, and Tarik Elamsy. Automatic license plate recognition: A comparative study. In *2015 IEEE International Symposium on Signal Processing and Information Technology (ISSPIT)*, pages 635–640. IEEE, 2015.
- Siroos Madani, Poorya Mohammadi Yaghini, Pejman Habashi, and Hossein Pedram. A fast Ifsr-based bist approach for testing of digital integrated circuits. In *IEEE International Conference on Circuits and Systems (ICCS2012)*. IEEE, 2012.
- Pejman Habashi and Hossein Sameti. Unit selection method for persian speech synthesis using fastvox. In *14th Annual Computer Society of Iran Computer Conference (CSICC09)*, 2009.

References are available upon request.

Last Updated August 22, 2022
pejman.mil