

Ali Rostami

<https://www.ics.uci.edu/~rostami1>
rostami1@uci.edu | +1.313.240.2267

EDUCATION

UNIVERSITY OF CALIFORNIA IRVINE

PH.D. IN COMPUTER SCIENCE

2020 - 2024 | Irvine, CA

Advised by Prof Ramesh Jain
and Prof. Amir M. Rahmani

GPA: 3.83

MS. IN COMPUTER SCIENCE

2017 - 2020 | Irvine, CA

Advised by Prof Ramesh Jain

SHARIF UNIVERSITY OF TECHNOLOGY

B.S. IN COMPUTER ENGINEERING

2012 - 2017 | Tehran, IR

THESIS

An Integrated Framework for
Contextual Personalized LLM-Based
Food Recommendation

LINKS

LinkedIn: [@aerostami](#)

Github: [@aerostami](#)

TEACHING ASSISTANCE

2023-24	Entrepreneurship
2020-23	Next GEN Search Systems
2018-23	Python 1/2/3
2019	Recommendation Engines
2019	Visual Computing
2018	Programming with Java
2017	Boolean Algebra and Logic
2017	Computer Graphics
2015	Data Structures & Algorithms
2014	Computer Simulation
2014	Mobile Programming

PUBLICATIONS

Google Scholar: [Publications](#)

SKILLS

LLM Fine-Tuning • Prompt Engineering • Firebase • Django • Python • Tensorflow • Cuda • Mobile Dev • OpenCV • OpenGL • Neo4j • C/C++/C-Sharp • WebGL • Unity3D • Java • javascript • Matlab • css3 • Ionic • libGDX

RESEARCH & DEVELOPMENT

UC IRVINE | FOOD COMPUTING GROUP, ICS DEPT

Fall 2019-2024 | Irvine, CA

- Research Project | [LLM-Based Food Recommendation](#)
- Research Project | [World Food Atlas](#)
- Research Project | [Personal Food Model](#)
- Research Project | [Food Choice Causal Analysis](#)
- Research Project | [Food Knowledge Graph](#)
- Open-source software | [Multimedia Food Logger](#)

UC IRVINE | COMPUTER GRAPHICS GROUP, ICS AND BIO DEPARTMENTS

2017-2019 | Irvine, CA

- Research Project | Virtual Reality for Mice
- Research Project | Virtual Reality Therapy for Wound Victims

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

Summer 2016 | Saarbrücken, DE

- R&D | CUDA Cores GPU Gradient Domain Path Tracing

WORK & ENTREPRENEURSHIP

THE OPIOID HACKATHON 2019 | 1ST PLACE WINNER

Nov 2019 | Irvine, CA

- [A patient-centered VR software to reduce stigma and increase treatment](#)

SUMMIT TECHNOLOGY | R&D INTERN

Summer 2019 | Irvine, CA

- [Real-time interactive multi-projection systems on any arbitrary surface](#)

PHACO EYE SURGERY SIMULATOR | GRAPHICS R&D ENGINEER

2016 - 2017 | Tehran, IR

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

VIRTUAL ARC WELDING SIMULATOR | UNITY3D, LEAP MOTION

Sep 2015 - Apr 2016 | Tehran, IR

- Design and Development of Arc Welding Simulation Research Project. This project used Leap Motion to simulate the hand motion used in real arc welding.

ACADEMIC SERVICE

2021	Reviewer	ACM International Conference on Multimedia
2021	Reviewer	ACM International Conference on Multimedia Retrieval
2020	Reviewer	IEEE/ACM CHASE 2020
2019	Course Design	CS 118: Introduction to VR, UC Irvine
2019	Instructor	VR Worlds Workshop, ICS, UC Irvine
2017	Technical Staff	International Olympiad in Informatics
2016	Lecturer	OpenGL workshop by SIGGRAPH Tharan chapter
2016	Tech Director	Sharif AI Challenge Design and Development Team
2015	Presenter	VR Conference at SUT by SIGGRAPH Tharan chapter
2014-15	Technical Staff	ACM-ICPC Asia Region + ACM AI Challenge