# Ali Rostami

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## RESEARCH INTERESTS

- Food Computing
- Taste Space
- Personal Modeling
- Knowledge Graphs
- Personal Health Informatics

## EDUCATION

### UNIVERSITY OF CALIFORNIA IRVINE

PhD. in Computer Scinece

2017 - Present | Irvine, CA

Advised by Prof Ramesh Jain

### SHARIF UNIVERSITY OF TECHNOLOGY

B.S. in Computer Engineering

2012 - 2017 | Tehran, IR

## TEACHING ASSISTANCE

| | |
|---|---|
| 2020 | Next GEN Search Systems |
| 2019 | Recommendation/Search Engines |
| 2019 | Visual Computing |
| 2018 | Programming with Java |
| 2018 | Intermediate Python |
| 2017 | Boolean Algebra and Logic |
| 2017 | Computer Graphics |
| 2015 | Data Structures and Algorithms |
| 2014 | Computer Simulation |
| 2014 | Mobile Programming |

## PUBLICATIONS

- Personal Food Model, ACM Multimedia 2020
- Multimedia Food Logger, ACM Multimedia 2020
- Event Mining Driven Context
- -Aware Preferential-PFM

## SKILLS

### PROGRAMMING

Tensorflow • Cuda • Mobile development • OpenCV • OpenGL • Neo4j • C/C++ Matlab • WebGL • Unity3D • Java Python • javascript • C-Sharp • css3 • Django • libGDX

## RESEARCH EXPERIENCE

### UC IRVINE | Food Computing group, ICS dept

Fall 2019-present | Irvine, CA

- Research Project | Personal Food Model
- Research Project | Food Knowledge Graph
- Open-source software | Multimedia Food Logger

### UC IRVINE | Computer Graphics group, ICS and Bio Departments

Fall 2017-Fall 2019 | Irvine, CA

- Research Project | Virtual Reality for Mice
- Individual Project | Kernel Predicting Monte Carlo Denoiser

### MAX PLANCK INSTITUTE FOR INFORMATICS | GPU Scheduling and Parallel Computing in Rendering Group

Summer 2016 | Saarbrücken, DE

- Research Internship | Gradient Domain Path Tracing.

## WORK AND ENTREPRENEURSHIP

### THE OPIOID HACKATHON 2019 | 1st place winner

Nov 2019 | Irvine, CA

- Designed and developed a patient-centered VR software to reduce stigma and increase treatment retention. I had to work alone on this project when all other participants were teams of 5.

### SUMMIT TECHNOLOGY | R&D Intern

Summer 2019 | Irvine, CA

- Research and development on 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

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|---|---|---|
| 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 | Organizer | VR Worlds Workshop, ICS, UC Irvine |
| 2017 | Technical Staff | International Olympiad in Informatics |
| 2016 | Lecturer | OpenGL workshop by SIGGRAPH Theran chapter |
| 2016 | Tech Director | Sharif AI Challenge Design and Development Team |
| 2015 | Presenter | VR Conference at SUT by SIGGRAPH Theran chapter |
| 2015 | Technical Staff | Sharif Java Challenge Development Team |
| 2014-15 | Technical Staff | ACM-ICPC Asia Region + ACM AI Challenge |