

# Iman Sadeghi PhD

Principal Software & Technology Consultant

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As an award-winning computer scientist and software engineer with a doctorate and master's degree in Computer Science from the University of California, San Diego, my professional journey spans prestigious organizations such as Google, Walt Disney Animation Studios, and Lucasfilm. These valuable experiences have enriched my expertise in a broad range of computer science and software engineering disciplines.

At Quandary Peak Research, I specialize in delivering deposition/trial testimony, declarations, and reports in the fields of computer graphics, 3D rendering, 3D animation, 3D geometry processing, software engineering, system architecture, algorithms, and data structures, as well as source code analysis for software litigation. My focus revolves around patent infringement, trade secret misappropriation, intellectual property violation, copyright piracy, and breach-of-contract matters. Leveraging my expertise, I analyze complex software systems, evaluate software production quality, and elucidate software functionalities. This crucial analysis empowers legal professionals with indispensable insights into the technical aspects of their cases.

## Education

### Ph.D. in Computer Science

University of California, San Diego | La Jolla, CA | 2008–2011

*Ph.D. Dissertation: Controlling the Appearance of Specular Microstructures*

### M.Sc. in Computer Science

University of California, San Diego | La Jolla, CA | 2006–2008

*M.Sc. Thesis: Photorealistic Rendering of Human Hair Fibers*

### B.Sc. in Computer Engineering

Sharif University of Technology | Tehran, Iran | 2002–2006

*B.Sc. Thesis: Optimal Point Removal in Closed-2PM Labeling*

## Filed Patents

### • Google | 2014–2016

- **Event Grouping Using Time Zones** · GP-21579-00-US · US 2016/0027037 A1
- **Cross-Campaign Event Attribution** · GP-21577-00-PR
- **Late Conversion Event Attribution** · GP-21580-00-US
- **Event Attribution Using Backfill Operation** · GP-21581-00-US
- **Event Attribution and Frequency Grouping** · GP-21578-00-US

### • Walt Disney Animation Studios | 2010–2014

- **System and Method for Artist Friendly Controls for Hair Shading** · US 8,674,988 B2 · US 2011/0304623 A1

# Select Employment

## Quandary Peak Research

**Principal Software & Technology Consultant** | Los Angeles, CA | June 2023–Present

- Providing deposition/trial testimony, declarations, and expert reports in the fields of computer graphics, 3D rendering, 3D animation, 3D geometry processing, software engineering, system architecture, algorithms, and data structures.
- Conducting in-depth source code analysis in software litigation involving patent infringement, trade secret misappropriation, intellectual property violation, copyright piracy, and breach-of-contract matters.
- Empowering legal professionals with indispensable insights into the technical aspects of their cases.

## Google

**Researcher / Software Engineer** | Santa Monica, CA & Venice, CA | 2011–2017

- Gained experience with robust software system architectures, reliable scalable distributed systems, and deep convolutional neural networks.
- **Machine Learning [2015–2017]**
  - Worked on optimizing Artificial Intelligence models and Deep Convolutional Neural Networks used in Google's Face Tracking and Face Recognition.
- **Advertisement [2013–2015]**
  - Worked on reporting, targeting, and optimizing Reach and Frequency metrics for brand advertisers with a focus on views (CPM) versus clicks (CPC) in Google AdSense.
- **Image Processing [2011–2013]**
  - Worked on image encoding, editing, and compression as well as auto-enhancement features in Google Photos.

## ILM: Industrial Light & Magic

**Research & Development Engineer** | San Francisco, CA | 2010

- Worked and conducted research in Lucasfilm's Visual Effects R&D Department on designing and implementing a volumetric approximation for 3D geometry occlusion under image-based lighting.

## Walt Disney Animation Studios

**Research & Development Engineer / Consultant** | Burbank, CA | 2008 & 2009

- Worked and conducted research in the Look Development Department on designing, implementing, publishing, and patenting "An Artist Friendly Hair Shading System" for the production of the Disney movie "Tangled."

## CISA3: Center of Interdisciplinary Science for Art, Architecture and Archaeology

**Graduate Researcher & Developer** | La Jolla, CA | 2007–2008

- Worked and conducted research in the Visualization Group on 3D rendering and real-time visualization.

## Calit2: California Institute for Telecommunications and Information Technology

**Computer Graphics Engineer** | La Jolla, CA | 2007

- Worked and conducted research in the Immersive Visualization Lab on 3D rendering and real-time visualization.

## Jacobs School of Engineering, University of California San Diego

Graduate Research Associate | La Jolla, CA | 2007–2011

- Conducted research on computer graphics, photorealistic rendering, and advanced appearance modeling.

## IPM: Institute for Studies in Theoretical Physics and Mathematics

Undergraduate Research Associate | Tehran, Iran | 2005–2006

- Conducted research on designing optimal algorithms for map labeling.

## Pinscreen

Vice President of Engineering | Santa Monica, CA | 2017

- Worked on the development and rendering of user-generated and personalized 3D virtual avatars.

## Litigation Consulting

- **The Innkeepers S.R.L., Damien Thivolle and Vlad -Matei Mladin v. Enthusiast Gaming Holdings Inc.** | Nov 2025–Present  
Jurisdiction: Ontario Superior Court of Justice  
Case Number: CV-25-00745619-00CL  
Counsel: Aird & Berlis LLP  
Nature of Suit: Breach of Contract, Technical Analysis  
Technology: Content Management Systems (CMS), Web Software Architecture, Online Games
- **Twitch Interactive, Inc. v. Razdog Holdings LLC**  
***Inter Partes* Review of U.S. Patent No. 10,334,068** | Oct 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-00308  
Counsel: Villegas & Cefo, LLP  
Nature of Suit: Patent  
Technology: Real-Time Video Streaming, Web Content Management, Cloud-Based Content Delivery
- **Twitch Interactive, Inc. v. Razdog Holdings LLC**  
***Inter Partes* Review of U.S. Patent No. 9,729,658** | Oct 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-00307  
Counsel: Villegas & Cefo, LLP  
Nature of Suit: Patent  
Technology: Real-Time Video Streaming, Web Content Management, Cloud-Based Content Delivery
- **USA Herald LLC v. John Monarch, et al.** | Sept 2025–Present  
Jurisdiction: U.S. District Court, Central District of California  
Case Number: 8:25-cv-00569  
Counsel: Quintairos, Prieto, Wood & Boyer, PA  
Nature of Suit: Copyright  
Technology: Digital Millennium Copyright Act (DMCA) Notices, Search Engine De-Indexing, Web Publishing

- **Shenzhen Qianfenyi Intelligent Technology Co., LTD. v. Wacom Co. LTD.**  
***Inter Partes Review of U.S. Patent No. 10,108,277*** | Sept 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-01596  
Counsel: Dorsey & Whitney, LLP  
Nature of Suit: Patent  
Technology: User Interface, Input Devices, Sensing Technology
- **Shenzhen Qianfenyi Intelligent Technology Co., LTD. v. Wacom Co. LTD.**  
***Inter Partes Review of U.S. Patent No. 9,977,519*** | Sept 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-01533  
Counsel: Dorsey & Whitney, LLP  
Nature of Suit: Patent  
Technology: User Interface, Input Devices, Sensing Technology
- **Xsolla (USA), Inc. v. Constantin Andry and Konstantin Golubitsky** | Aug 2025–Present  
Jurisdiction: American Arbitration Association  
Case Number: 01-24-0004-6336  
Counsel: Orrick Herrington and Sutcliffe LLP  
Nature of Suit: Arbitration  
Technology: Game Backend Platforms, Payment Systems, Personalization & Analytics
- **3D Systems Corporation and 3D Systems, Inc. v. Intrepid Automation, Inc.**  
***Inter Partes Review of U.S. Patent No. 11,338,511*** | Aug 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-01242  
Counsel: Smith, Gambrell & Russell, LLP  
Nature of Suit: Patent  
Technology: 3D Printing, Multi Projection, Geometric Correction, Edge Blending
- **3D Systems Corporation and 3D Systems, Inc. v. Intrepid Automation, Inc.**  
***Inter Partes Review of U.S. Patent No. 11,014,301*** | Aug 2025–Present  
Jurisdiction: U.S. Patent and Trademark Office (USPTO)  
Case Number: IPR2025-01241  
Counsel: Smith, Gambrell & Russell, LLP  
Nature of Suit: Patent  
Technology: 3D Printing, Multi Projection, Geometric Correction, Edge Blending
- **Xsolla (USA), Inc. v. Aghanim Inc., et al.** | July 2025–Present  
Jurisdiction: U.S. District Court, Central District of California  
Case Number: 2:24-cv-02116  
Counsel: Orrick Herrington and Sutcliffe LLP  
Nature of Suit: Trade Secret  
Technology: Game Backend Platforms, Payment Systems, Personalization & Analytics
- **Deltux Software Company Inc. v. Apptivo, Inc., et al.** | June 2025–Present  
Jurisdiction: Superior Court of California, Orange County  
Case Number: 30-2021-01195551  
Counsel: Burkhalter Kessler Clement & George LLP  
Nature of Suit: Trade Secret, Breach of Contract, Technical Analysis  
Technology: Mobile Apps, Customer Relationship Management (CRM), Geo-Analytics

- **Wave Sense, LLC v. Samsung Electronics Co. Ltd and Samsung Electronics America, Inc.** | May 2025–Present  
Jurisdiction: U.S. District Court for the Eastern District of Texas  
Case Number: 2:24-cv-00920  
Counsel: Skiermont Derby, LLP  
Nature of Suit: Patent  
Technology: Digital Signal Processing, Motion Detection, Sensing Technology
- **Krueger v. HTC et al.** | May 2025–Present  
Jurisdiction: Superior Court of California, Placer County  
Case Number: s-cv-0047000  
Counsel: Greenbaum Law Firm  
Nature of Suit: Personal Injury  
Technology: Virtual Reality (VR), Immersive Simulation, Motion Tracking
- **Yieldmo, Inc. v. Teads, Inc., Teads SA, Teads S.a.r.l.** | May 2025–Present  
Jurisdiction: U.S. District Court for the Southern District of New York  
Case Number: 1:25-cv-00737  
Counsel: Global IP Law Group LLC  
Nature of Suit: Patent  
Technology: Digital Advertising, Interactive Media, Dynamic Content Delivery
- **Razdog Holdings LLC v. Twitch Interactive, Inc.** | Apr 2025–Present  
Jurisdiction: U.S. District Court for Northern District of California  
Case Number: 5:24-cv-03638  
Counsel: Villegas & Cefo, LLP  
Nature of Suit: Patent  
Technology: Real-Time Video Streaming, Web Content Management, Cloud-Based Content Delivery
- **Revenue Management Solutions, LLC v. Commerce Bank** | Apr 2025–Present  
Jurisdiction: U.S. District Court for the Western District of Missouri  
Case Number: 4:25-cv-00140  
Counsel: Banner Witcoff  
Nature of Suit: Trade Secret  
Technology: Software as a Service (SaaS), Data Processing, Large Language Models (LLMs)
- **Algebraix LLC v. International Business Machines Corporation (IBM)** | Mar 2025–Present  
Jurisdiction: U.S. District Court for the Eastern District of Texas  
Case Number: 2:24-cv-00999  
Counsel: Nelson Bumgardner Conroy PC  
Nature of Suit: Patent  
Technology: Distributed Systems, Cloud Computing, Databases
- **International Semiconductor Group Patent Analysis of Wireless Devices and Components (Plaintiff v. Defendant)** | Mar 2025–Present  
Jurisdiction: International Trade Commission (ITC)  
Case Number: 337-TA-1429  
Counsel: Sterne, Kessler, Goldstein & Fox PLLC  
Nature of Suit: Patent  
Technology: Wireless Communication, Data Transmission, Digital Signal Processing

- **Confidential Technology Litigation (Plaintiff v. Defendant)** | Feb 2025–Present  
Jurisdiction: U.S. District Court for the Eastern District of Texas  
Counsel: Dorsey & Whitney LLP  
Nature of Suit: Patent  
Technology: User Interface, Input Devices, Sensing Technology
- **Intrepid Automated, Inc. v. 3D Systems Corporation** | Jan 2025–Present  
Jurisdiction: U.S. District Court for the Southern District of California  
Case Number: 3:24-cv-02262  
Counsel: Smith, Gambrell & Russell, LLP  
Nature of Suit: Patent  
Technology: 3D Printing, Multi Projection, Geometric Correction, Edge Blending
- **Skillz Platform Inc. v. Voodoo SAS, et al.** | Oct 2024–Present  
Jurisdiction: U.S. District Court for the Southern District of New York  
Case Number: 1:24-cv-04991  
Counsel: Jones Day  
Nature of Suit: False Advertising, Unfair Competition  
Technology: Online Games, Bot Detection, Asynchronous Matching
- **Geodis Logistics, LLC v. Grenzebach Corporation** | Sept 2024–May 2025  
Jurisdiction: American Arbitration Association  
Case Number: 01-23-0001-1178  
Counsel: Bradley Arant Boult Cummings LLP  
Nature of Suit: Breach-of-Contract, Arbitration  
Technology: Software Engineering, Software Reliability, Memory Management
- **Convergent Assets, LLC v. Dick's Sporting Goods, Inc.** | Aug 2024–Present  
Jurisdiction: U.S. District Court for the Eastern District of Texas  
Case Number: 4:24-cv-00567  
Counsel: Direction IP Law  
Nature of Suit: Patent  
Technology: Digital Advertising, Social Media, Ad Targeting
- **iSpot.tv, Inc. v. Nadya Teyfukova and Entertainment Data Oracle, Inc.** | Aug 2024–Present  
Jurisdiction: U.S. District Court for the Central District of California  
Case Number: 2:21-cv-06815  
Counsel: Holwell Shuster & Goldberg LLP  
Nature of Suit: Trade Secret, Breach of Contract, Technical Analysis  
Technology: Digital Advertising, Databases, Application Programming Interfaces (APIs)
- **Universal Music Group Recordings, Inc. v. Frontier Communications Corp.** | July 2024–May 2025  
Jurisdiction: U.S. District Court for the Southern District of New York  
Case Number: 1:21-cv-05050|20-22476  
Counsel: Day Pitney, LLP  
Nature of Suit: Copyright  
Technology: Internet Service Providers (ISPs), Internet Protocols, Peer-to-Peer (P2P) Networking
- **D4D Technologies, LLC v. Medit Corporation** | Apr 2024–Sept 2024  
Jurisdiction: U.S. District Court for the Western District of Texas  
Case Number: 6:21-cv-01176  
Counsel: Scheef & Stone, LLP  
Nature of Suit: Patent  
Technology: 3D Scanning, 3D Geometry, Medical Imaging

- **InQuisient, Inc. v. ServiceNow, Inc.** | Mar 2024–Nov 2024  
Jurisdiction: U.S. District Court for the District of Delaware  
Case Number: 1:22-cv-00900  
Counsel: Fish & Richardson P.C.  
Nature of Suit: Patent  
Technology: Cloud Solutions, Databases, Enterprise Software
- **Artec Europe S.A.R.L. v. Shenzhen Crealty 3D Technology Co., Ltd., et al.** | Feb 2024–Present  
Jurisdiction: U.S. District Court for the Eastern District of New York  
Case Number: 1:22-cv-01676  
Counsel: Munck Wilson Mandala, LLP  
Nature of Suit: Patent, Copyright  
Technology: 3D Scanning, Structured Light, Epipolar Geometry, User Interface
- **Electronic Devices Including Smartphones, Computers, Tablet Computers, and Components Thereof (Plaintiff v. Defendant)** | Dec 2023–Present  
Jurisdiction: International Trade Commission (ITC)  
Case Number: 337-TA-1373  
Counsel: Alston & Bird, LLP  
Nature of Suit: Patent  
Technology: Video Codecs, Digital Signal Processing, System on a Chip (SoC)
- **3D Systems, Inc. v. Ben Wynne, et al.** | Sept 2023–Present  
Jurisdiction: U.S. District Court for the Southern District of California  
Case Number: 3:21-cv-01141  
Counsel: Smith, Gambrell & Russell, LLP  
Nature of Suit: Trade Secrets, Breach of Contract, Technical Analysis  
Technology: 3D Printing, Multi Projection, Edge Blending
- **Avelardo Rivera and Yasmine Romero v. Amazon Web Services, Inc.** | July 2023–Present  
Jurisdiction: U.S. District Court for the Western District of Washington  
Case Number: 2:22-cv-00269  
Counsel: Edelson P.C.  
Nature of Suit: Class Action  
Technology: Face Recognition, Cloud Computing, Privacy, Geo-Location

## Technical Analysis & Audits

- **“The Terror of War” — Nick Ut’s Authorship of Pulitzer Prize-Winning Photograph** | Sept 2025–Present  
Counsel: Law Office of Jim Hornstein  
Nature of Analysis: Media Forensics & Scene Reconstruction  
Technology: Photo Parametrization, Camera Reconstruction, Perspective Mapping
- **ECRS Software Corporation Technical Audit & Assessment** | Sept 2024–Feb 2025  
Counsel: Wilson Elser Moskowitz Edelman & Dicker LLP  
Nature of Analysis: Software Analysis  
Technology: E-Commerce, Synchronization, Software Reliability

## Intellectual Property Consulting

- **Farjami & Farjami LLP** | May 2025–Sept 2025  
Nature of Consultation: Patent Analysis  
Technology: Speech Recognition, Unsupervised Machine Learning
- **Confidential Technology Company** | May 2025–Present  
Nature of Consultation: Patent Acquisition Analysis  
Technology: Real-Time Ray Tracing, Bounding Volume Hierarchies (BVHs)
- **Confidential Technology Company** | Feb 2025–Present  
Nature of Consultation: Patent Acquisition Analysis  
Technology: Content Distribution, Navigation Systems
- **Confidential Technology Company** | Jan 2025–Present  
Nature of Consultation: Patent Portfolio Analysis  
Technology: Digital Advertising, Machine Learning
- **Confidential Technology Company** | Dec 2024–Present  
Nature of Consultation: Patent Analysis  
Technology: Video Codecs, Signal Processing, Streaming Technology
- **Confidential Technology Company** | Oct 2024–Present  
Nature of Consultation: Patent Analysis  
Technology: 5G, Wireless, Bluetooth and Operating System.
- **Sullivan & Cromwell, LLP** | May 2024–Present  
Nature of Consultation: Patent Analysis  
Technology: Load Balancing, Virtualization, Cloud Computing, Big Data
- **Security First Innovations, LLC** | Sept 2023–Present  
Nature of Consultation: Patent Analysis  
Technology: Security, Encryption, Cloud Storage, Big Data

## Select Peer-Reviewed Publications

- **A Practical Microcylinder Appearance Model for Cloth Rendering** | 2013  
Iman Sadeghi, Oleg Bisker, Joachim De Deken, and Henrik Wann Jensen  
*ACM Transactions on Graphics* 32 (2), SIGGRAPH 2013.
- **Analysis and Design of Monolithic Resistors with Desired Temperature Coefficient** | 2013  
Nima Sadeghi, Iman Sadeghi, and Shahriar Mirabbasi  
*IET Circuits, Devices & Systems*.
- **Physically-Based Simulation of Rainbows** | 2012  
Iman Sadeghi, Adolfo Munoz, Philip Laven, Wojciech Jarosz, Francisco Seron, Diego Gutierrez, and Henrik Wann Jensen  
*ACM Transactions on Graphics* 31 (1), SIGGRAPH 2012.
- **Controlling the Appearance of Specular Microstructures** | 2011  
Iman Sadeghi  
*Ph.D. Dissertation, Jacobs School of Engineering, University of California San Diego.*



- **A Comprehensive Theory of Volumetric Radiance Estimation using Points & Beams** | 2011

Wojciech Jarosz, Derek Nowrouzezahrai, Iman Sadeghi, Henrik Wann Jensen  
*ACM Transactions on Graphics* 30 (1), SIGGRAPH 2011.

- **An Artist Friendly Hair Shading System** | 2010

Iman Sadeghi, Heather Pritchett, Henrik Wann Jensen, Rasmus Tamstorf  
*ACM Transactions on Graphics* 29 (4), SIGGRAPH 2010.

- **Efficient Implementation of Dual Scattering Model in RenderMan** | 2010

Iman Sadeghi, Rasmus Tamstorf  
*Walt Disney Animation Studios Technical Reports*.

- **Coherent Path Tracing** | 2009

Iman Sadeghi, Bin Chen, Henrik Wann Jensen  
*Journal of Graphics, GPU, & Game Tools* 14 (2).

- **Photorealistic Rendering of Human Hair Fibers** | 2008

Iman Sadeghi  
*M.Sc. Thesis, Jacobs School of Engineering, University of California San Diego*.

- **Optimal Point Removal in Closed-2PM Labeling** | 2008

Farshad Rostamabadi, Iman Sadeghi, Mohammad Ghodsi, Ramtin Khosravi  
*Information Processing Letters, Elsevier*, 105 (3).

## Invited Presentations, Panels, and Posters

- **Copyright Chaos: The Litigation Labyrinth of AI Training** | 2025

Panel Moderator, Panelist & Presenter at the 69th Annual Intellectual Property, Information & Privacy Law Conference  
University of Illinois Chicago School of Law

- **Beyond Access: AI and the Illusion of Privacy in the Age of LLMs** | 2025

Panelist & Presenter at the Information & Privacy Law Program  
University of Illinois Chicago School of Law

- **Into the Unknown: Navigating the Complexities of Litigating Emergent Abilities of AI** | 2024

Panel Moderator, Panelist & Presenter at the Intellectual Property, Information & Privacy Law Conference  
University of Illinois Chicago School of Law

- **In Pursuit of Pixels: Journey Through Computer Science & Computer Graphics** | 2017

Invited Presentation at the Computer Science & Engineering Lecture Series  
University of California San Diego

- **Appearance Modeling for Digital Humans — In Pursuit of Pixels** | 2017

Invited Presentation at the Graduate Course CSCI 621: Digital Geometry Processing  
University of Southern California

- **Hair Rendering from Theory to Practice** | 2010

Invited Presentation at the Graduate Course CSE 272: Advanced Appearance Modeling  
University of California San Diego

- **A Physically Based Anisotropic Iridescence Model for Rendering Morpho Butterflies** | 2008

Poster Presenter at the UCSD Jacobs School of Engineering Research Expo  
University of California San Diego

- **Photorealistic Rendering of Morpho Butterflies** | 2008  
Invited Presentation at the Iridescence: More than Meets the Eye Conference  
Arizona State University
- **State of the Art in Hair Rendering** | 2008  
Invited Presentation at the Look Development Department  
Walt Disney Animation Studios

## Movie Credits

- **Tangled** | 2010  
Look Development, Hair Rendering Development  
Walt Disney Animation Studios

## Awards & Honors

- **Erdős-Bacon Number 6** | 2010  
Erdős Number 4 and Bacon Number 2
- **Walt Disney Animation Studios Fellowship** | 2009  
Awarded for hair rendering research on the Disney movie Tangled | Burbank, CA
- **Best Social Networking App** | 2009  
Awarded during the Qualcomm Innovation Challenge | La Jolla, CA
- **Featured on Magazine Front Cover** | 2009  
Optics and Photonics News Magazine
- **Chancellor's Interdisciplinary Collaboratories Fellowship** | 2008  
Awarded from CISA3, the Center of Interdisciplinary Science for Art, Architecture & Archaeology | La Jolla, CA
- **Grand Prize Award** | 2007  
Winner of the University of California San Diego's Rendering Competition 2007 | La Jolla, CA
- **Best Graphics Design** | 2007  
Winner of The Open Protein Structure Network logo design contest
- **CalRA Fellowship** | 2006–2007  
Awarded from Jacobs School of Engineering, UC San Diego | La Jolla, CA
- **Ranked 1<sup>st</sup> in Cumulative GPA** | 2002–2006  
Class of 2002, Computer Engineering Department, Sharif University of Technology | Tehran, Iran
- **Silver Medal Award** | 2002  
National Olympiad of Informatics | Iran
- **Admitted to The National Organization for Development of Exceptional Talents** | 1995 & 1998  
Less than the top 1% of students nationwide are admitted to the program | Iran

## Invited Judge, Reviewer, and Moderator

- **Reviewer** | Eurographics Conference 2026
- **Reviewer** | IEEE Transactions on Visualization & Computer Graphics 2025

- **Moderator** | Intellectual Property, Information & Privacy Law Conference 2025
- **Distinguished Judge** | University of California San Diego Research Expo 2025
- **Moderator** | Intellectual Property, Information & Privacy Law Conference 2024
- **Judge** | University of California San Diego CSE Summer Internship Symposium 2024
- **Distinguished Judge** | University of California San Diego Research Expo 2024
- **Reviewer** | Eurographics Conference 2024
- **Reviewer** | ACM SIGGRAPH Conference 2022
- **VIP Judge** | University of California San Diego Research Expo 2017
- **Reviewer** | ACM SIGGRAPH Asia Conference 2011
- **Reviewer** | Computers & Graphics Journal, Elsevier 2010
- **Reviewer** | ACM SIGGRAPH Asia Conference 2010
- **Judge** | University of California San Diego Research Expo 2013
- **Judge** | University of California San Diego Rendering Competition 2010
- **Reviewer** | ACM Transactions on Graphics Conference 2009
- **Judge** | University of California San Diego Rendering Competition 2008

## Teaching Experience

- **University of California, San Diego** | La Jolla, CA | 2007–2011
  - **Teaching Assistant** | CSE 20: Discrete Mathematics | Spring 2011
  - **Senior Teaching Assistant** | CSE 21: Mathematics for Algorithms and Systems | Winter 2011
  - **Senior Teaching Assistant** | CSE 8A: Introduction to Computer Science: Java | Fall 2010
  - **Teaching Assistant** | CSE 167: Computer Graphics | Fall 2010
  - **Teaching Assistant** | CSE 20: Discrete Mathematics | Spring 2010
  - **Senior Teaching Assistant** | CSE 101: Design & Analysis of Algorithms | Winter 2010
  - **Senior Teaching Assistant** | CSE 100: Advanced Data Structures | Fall 2009
  - **Senior Teaching Assistant** | CSE 167: Computer Graphics | Fall 2007
- **National Ministry of Education** | Tehran, Iran | 2005
  - **Teaching Discrete Mathematics** for the Olympiad of Informatics to high school students.
- **Young Scholars Club** | Tehran, Iran | 2004
  - **Teaching Combinatorics and Informatics** at Farzanegan High School
- **Sharif University of Technology** | Tehran, Iran | 2003–2006
  - **Senior Teaching Assistant** | CE254: Design & Analysis of Algorithms | Fall 2006
  - **Senior Teaching Assistant** | CE364: Programming Languages | Fall 2005
  - **Teaching Assistant** | CE443: Computer Networks | Spring 2005
  - **Teaching Assistant** | CE417: Artificial Intelligence | Fall 2004
  - **Senior Teaching Assistant** | CE115: Discrete Mathematics | Fall 2003

## Technical Skills

- **Software & Technology**

Artificial Intelligence, System Architecture, Distributed Systems, Parallel Processing, Operating Systems, Machine Learning, Databases, Cryptography, Software Testing, Privacy, Search Engine Optimization, and Big Data.

- **Computer Graphics**

Rendering, Virtual Reality, Augmented Reality, Ray Tracing, Path Tracing, Photon Mapping, Image Processing, Visualization, Rasterization, Geometry Processing, 3D Modeling, Appearance Modeling, and 3D Animation.

- **Algorithms & Complexity**

Data Structures, Dynamic Programming, Divide & Conquer, Approximation Algorithms, Computational Geometry, Randomized Algorithms, Time & Space Complexity, Online Algorithms, Greedy Algorithms, and Game Theory.

- **Software Programming Languages**

C/C++, Java, C#, OpenGL, RSL, Pascal, PHP, HTML, CSS, JavaScript, XML, SQL, and LaTeX.

- **Operating Systems**

Windows, Linux, Mac OS, and Android.

## Technical Coursework

- **Graduate Level** | University of California, San Diego | 2006–2011

Adv. Appearance Modeling	A+	3D Geometry Processing	A+	Algorithm Design & Analysis	A+
Rendering Algorithms	A	Virtual Reality Principles	A	Software Engineering	A
Computer Animation	A+	Cognitive Science Seminar	A	Operating Systems	A

- **Undergraduate Level** | Sharif University of Technology | 2002–2006

Advanced Algorithms	A+	Artificial Intelligence	A+	C++ Programming	A+
Computer Graphics	A+	Systems Analysis	A+	Java Programming	A+
Engineering Graphics	A+	Theory of Computation	A	Programming Languages	A+
Software Engineering	A+	Adv. Information Retrieval	A	Discrete Mathematics	A+
Compiler Design	A+	Project Management	A	Probability & Statistics	A
Computer Networks	A+	Logic Circuits	A+	Electronic Circuits	A
Computer Networks Lab.	A+	Logic Circuits Lab.	A+	Electronic Circuits Lab.	A+
Computer Architecture Lab.	A+	Digital Systems Design Lab.	A+	Computer Workshop	A+

## Professional Associations

- **UCSD**: University of California San Diego

- **UCSD Alumni Association**

- **ACM**: Association for Computing Machinery

- **ACM TOG**: ACM's Transactions On Graphics

- **ACM SIGGRAPH**: ACM's Special Interest Group on Computer Graphics and Interactive Techniques

- **UCSD ACM Programming Team** in Southern California Regional Programming Contest

- **IEEE**: Institute of Electrical and Electronics Engineers

- **IEEE Computer Society**

## Miscellaneous Associated Articles

Included for background disclosure purposes only.

- ***Avatar digitization from a single image for real-time rendering***  
ACM SIGGRAPH Asia 2017.
- ***Pinscreen: creating performance-driven avatars in seconds***  
ACM SIGGRAPH 2017 Real Time Live!

## Passions, Perspectives, and Pursuits

- **Adventure:** Traveling, Skydiving, Scuba Diving, Rock Climbing, Paragliding, and Skiing
- **Visual Arts:** Photography, Drawing, Painting, Caricaturing, Animation, and Sculpting
- **Philosophy:** Consciousness, Metaphysics, Epistemology, Ethics, and Faith