



# DENNIS MORADKHANI

Master of Science in Media Technology and Engineering with a Major in Computer Science and Engineering, 5th year

## About me

I'm studying my final year for a Master's degree in Media Technology with a major in Computer Science. For me it's a perfect mix of working with creative data visualizations, computer vision and software engineering. At the moment I'm located in Salt Lake City, Utah, where I am conducting my Master's thesis, developing a new cloud-based user interface for the open-source software OpenSpace.

## EDUCATION

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### Linköping university 2019-2024

M.Sc. in Media Technology and Engineering with a Major in Computer Science and Engineering, 5th year

Projects:

- Bachelor project: ReactJS, ASP.NET application for choosing master courses at the Media Technology and Engineering program.
- Korren, a fullstack student dorm review website with authentication built with NextJS and TailwindCSS, Prisma, NextAuth and MongoDB.
- Face detection and recognition pipeline. Image processing and development of a detection and recognition pipeline in Matlab.

## WORK

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### Graduate Research Assistant, SCI, University of Utah 2024-PRESENT

Master's thesis at the Scientific Computing and Imaging Institute at University of Utah, developing a new Cloud-Based User Interface for the astro-visualization software OpenSpace.

OpenSpace is open-source interactive data visualization software designed to visualize the entire known universe and portray our ongoing efforts to investigate the cosmos. I am working on extending OpenSpace with a new touch-based user interface for real-time interaction in OpenSpace.

### Software Developer, NIRA Dynamics 2023 - 2024

As part of a summer internship at Nira Dynamics, which developed into a part-time job during the fall, I developed a cross-platform React Native app to display Road Surface Information from NIRA's API. The app displays Road Surface Alerts as well as sending alert notifications when a user is approaching a road alert.

## CONTACT

### PHONE

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### LINKEDIN

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### GITHUB

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## INTERESTS

Software Development

Computer Vision

Visualization

## LANGUAGES:

Swedish

English

## SKILLS:

JavaScript & TypeScript

ReactJS & NextJS

Node.js & Express.js

React Native

Python

C++

Java

Sql & noSql

Git

## AWARDS:

### **Stig Wadströms Scholarship**

Awarded for my commitment to enriching student life through active participation in student associations, ranging from planning the reception of new students to helping fellow peers as a laboratory assistant and working as a mentor in the LuMiNk academy.

## **Laboratory assistant, Lecturer - Linköping University**

### **2021 - 2024**

During my studies I have worked part-time as a laboratory assistant and lecturer responsible for lectures, labs and the final programming projects in the courses TNM040 and TNMK30 at Linköping University.

My work included:

- Delivering lectures, guiding labs and supervising final projects, in the course TNM040, on topics such as React, software development and version control.
- Assisted students in TNMK30 with labs, lectures, and supervising final projects, teaching foundational web development technologies including HTML, JavaScript, CSS, PHP, and MySQL.

## **RESPONSIBLE FOR WEB APPLICATION, CAREER FAIR**

### **MEDIA TECHNOLOGY DAY**

#### **2022 - 2023**

As part of the group which organized my programme's career fair, I was mainly responsible for maintaining and further contributing to our website. I mainly worked with the React framework NEXT JS.

Secondary responsibilities were maintaining members' email addresses and hosting of the website. I was also a part of a subgroup responsible for networking and inviting companies to participate in the career fair.

[www.medieteknikdagen.se](http://www.medieteknikdagen.se)

## **LiTHehack**

### **2022-2023**

As a member of LiTHack, I participated in efforts to provide programming assistance to students. This included guiding students in both school labs and personal projects, as well as delivering presentations on programming topics such as Git. Through my involvement in LiTHack, I gained valuable experience in mentorship and communication, as well as a deeper understanding of programming concepts.

## **Medieteknikstyrelsen**

### **2021 - 2022 & 2023 - 2024**

As a board member of the Media Technology student division, I had the duties of planning events for our students and advocating on social and academic educational issues. I also got the chance to act as project manager in my own committee of 10 members and together plan and implement events. Read more about what we do on our website [www.medieteknik.nu](http://www.medieteknik.nu)

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