

Geomechanics Engineer

Expertise Rock Mechanics, Mining Engineering, Numerical modeling

Education Ph.D., Geological Engineering (Geomechanics), 2015

M.A.Sc., Geological Engineering (Geomechanics), 2010

Queen's University, Kingston, Ontario

B.Sc., Civil Engineering, 2008

K. N. Toosi University of Technology, Tehran, Iran

Registration Engineer in Training (EIT), Ontario

Professional Affiliations International Society for Rock Mechanics

American Rock Mechanics Association

Canadian Geotechnical Society

Honors Best AfriRock 2017 (ISRM International Symposium) paper by a young

author (2017)

Natural Science and Engineering Research Council of Canada: Industrial Graduate Scholarship, Queen's University funded by NWMO for three

years (2011)

Carl Reinhardt Fellowship, Queen's University (2008, 2013)

Professional Experience

Itasca Consulting Group, Minneapolis, Minnesota

2018 – Present Geomechanics Engineer

Mine Design Engineering (MDEng) Inc., Kingston, Ontario

2016 – 2018 Geomechanics Consultant

2015 – 2016 Geomechanics Research Specialist

Geomechanics Group, Queen's University, Kingston, Ontario

2015 Research Associate

2011 – 2015 Synthetic Rock Mass Project Manager (funded by NWMO)

2010 – 2015 Rock Mechanics Lab Manager

Project Experience

Underground Mining: Geomechanical analysis of underground mines, including calibration of numerical models by means of microseismic data and forward simulation of life of mine plans to assess the anticipated magnitude of mining-induced stresses and the associated hazard related to induced seismicity for developing strategic sequencing.

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Surface Mining: Three-dimensional continuum and discontinuum modelling of surface and underground mining interactions to evaluate the stability of the pit walls and underground stopes as well as the geotechnical risks associated with extraction of crown pillars.

Hydraulic Fracturing: Numerical simulation of induced hydraulic fracturing in unconventional reservoirs as well as for rock mass pre-conditioning in underground mining applications by using 3D random Voronoi tessellation in *3DEC*.