

# MD ATIQRUR RAHMAN

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## SUMMARY

Enthusiastic Lecturer in Computer Science and Engineering with a passion for research in computer vision and a strong interest in competitive programming. Continuously striving to improve problem-solving skills, actively engages in challenging tasks and projects to push personal and professional limits. Dedicated to inspiring students through impactful teaching and fostering innovation in computing and engineering.

## EDUCATION

### Islamic University of Technology

Bachelor of Science in Computer Science and Engineering

Board Bazar, Gazipur

2018 – 2023

- **CGPA** : 3.98 out of 4.00
- **Mertit Position** : 1<sup>st</sup> out of 99

### Cumilla Cadet College

Higher Secondary School

Kotbari, Cumilla

2016 – 2018

- **GPA** : 5.00 out of 5.00
- Received Government Scholarship.

### Cumilla Cadet College

Secondary School

Kotbari, Cumilla

2014 – 2016

- **GPA** : 5.00 out of 5.00
- Received Government Scholarship.

## TECHNICAL SKILLS

<b>Languages</b>	: C, C++, C#, Python, Java, JavaScript, PHP, HTML, CSS
<b>Frameworks</b>	: React and React Native
<b>Databases</b>	: Oracle, MySQL, Firebase
<b>Dev Tools</b>	: Visual Studio Code, Rider, PyCharm, Jupiter Notebook, Git
<b>ML Libraries</b>	: Scikit-learn, PyTorch, Tensorflow, Keras
<b>Other Tools</b>	: Proteus, Oracle VM Virtual Box, Cisco Packet Tracer, GNS3, Unity

## WORK EXPERIENCE

### Lecturer in CSE

Islamic University of Technology

August 2023 – Present

Gazipur, Bangladesh

- Conducted Theory Courses: Software Security, Mobile Application Development, and E-commerce and Web Security.
- Conducted Lab Courses: Software Security Lab, Mobile Application Development Lab, Data Structure Lab, Artificial Intelligence Lab, and Algorithm Engineering Lab.
- Supervised several groups of students for Design Projects Lab and Software Projects Lab.

### Lecturer in CSE

United International University

July 2023 – August 2023

Dhaka, Bangladesh

- Conducted Theory Courses: Theory of Computing
- Conducted Lab Courses: Digital Logic Design and Structured Programming.

### Game Developer Intern

Battery Low Interactive Ltd.

Oct 2021 – Nov 2021

Remote – Dhaka, Bangladesh

- Designed and developed dynamic and responsive 2D games using **C# and Unity Game Engine**.

## ARTICLES UNDER REVIEW

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- **Rahman, M. A.**, Asad, N. I., Omi, M. M. H., Hasan, M. B., Ahmed, S., & Kabir, M. H. (2024). FUSED-Net: Enhancing Few-Shot Traffic Sign Detection with Unfrozen Parameters, Pseudo-Support Sets, Embedding Normalization, and Domain Adaptation. arXiv preprint arXiv:2409.14852.




## RESEARCH INTERESTS

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- Recognizing **Traffic Signs** utilizing SOTA **Few-Shot Object Detection** methods
- Bench-marking **GTSRB** using **Few Shot Learning**
- **Medical Image** segmentation utilizing **Federated Learning**







## RESEARCH PROJECTS

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<b>Few Shot Bangladeshi Traffic Sign Detector</b>	<i>Python, Pytorch</i>	 Source Code
<ul style="list-style-type: none"><li>• A detector which detects and classifies Bangladeshi traffic signs using only few samples.</li><li>• Introduced domain adaptation, pseudo support set, Instance Level Feature Normalization and warm model concept to achieve comparatively better results than some SOTA architectures.</li></ul>		
<b>Bench-marking GTSRB for Few Shot Learning</b>	<i>Python, Pytorch</i>	 Source Code
<ul style="list-style-type: none"><li>• Utilizing metric based few shot classifiers e.g. BDCSPN, PrototypicalNet, RelationNet, TransductiveFinetune for bench-marking GTSRB.</li></ul>		
<b>Federated Organ-agnostic Tumor Segmentation</b>	<i>Python, Pytorch</i>	 Source Code
<ul style="list-style-type: none"><li>• Leveraging the U-Net architecture as both the global and local model in the FedAVG algorithm for tumor segmentation in two organs: the breast and the brain.</li></ul>		

## PROJECTS

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<b>Monetta Game Management</b>	<i>C, SDL2</i>	 Source Code
<ul style="list-style-type: none"><li>• A Game Managment System</li><li>• Used SDL2 library to improve UI</li><li>• Players can play three different games in one platform</li><li>• Stored, Manipulated and updated data using file system</li></ul>		
<b>Media Editor</b>	<i>Java, jFoenix, FFmpeg</i>	 Source Code
<ul style="list-style-type: none"><li>• Used jFoenix for better UI</li><li>• FFmpeg is a library which can be used to edit different media files</li><li>• Java is the controller of both jFoenix and FFmpeg</li></ul>		
<b>Payel Jamdani Bitan</b>	<i>JavaScript, CSS, HTML</i>	 Source Code
<ul style="list-style-type: none"><li>• An ecommerce website where you can buy Jamdani Saree online.</li></ul>		
<b>MusiChat</b>	<i>JavaScript, React Native, Firebase</i>	 Source Code
<ul style="list-style-type: none"><li>• A mobile app using which you can chat with people who are listening to the same music.</li><li>• Used real time database of Firebase to implement chat room.</li><li>• Used react native because both android and IOS supports it.</li></ul>		
<b>Expense Tracker</b>	<i>JavaScript, React Native, MySQL</i>	 Source Code
<ul style="list-style-type: none"><li>• A mobile app using which you can track your expenditure by inputting data daily.</li><li>• Used MySQL to implement Relational Database to output information out of user's data.</li><li>• Used react native libraries to implement calendar and charts.</li></ul>		
<b>Save The Assassin</b>	<i>C#, Unity Game Engine</i>	 Source Code
<ul style="list-style-type: none"><li>• Player needs to escape enemies and find a getaway to escape from the danger in limited time.</li><li>• C# has benefits of both C++ and Java but none of their drawbacks.</li></ul>		