

# Abdus Samee

Dhaka, Bangladesh

☎ +880-1863360369 | ✉ abdussamee16@gmail.com | 🏠 abdu-samee.github.io | 💻 github.com/abdu-samee | 🔗 linkedin.com/in/abdu-samee-19990128/

## Personal Profile

An undergraduate senior in the Department of Computer Science & Engineering at Bangladesh University of Engineering & Technology, with research interest in Federated Learning, Software Engineering, and Human-Computer Interaction(HCI).

## Education

### Bangladesh University of Engineering and Technology

Dhaka, Bangladesh

BSc in Computer Science and Engineering

April 2019 - Current

- Average CGPA of 3.8 (up to 7<sup>th</sup> semester)

## Skills

DSA, Java, Python, C, C++, React, NodeJS, Laravel, HTML, CSS, JavaScript, Typescript, Databases, Tensorflow, Streamlit, MIPS/ARM/Nios, Git, OOP

## Work Experience

### Great Rock <bits>

Singapore

Intern

Apr 2024 - till date

- Working with ML algorithms and datasets as a voluntary intern in this bootstrapped startup aiming to address one's software engineering, data analytics, AI, and ML needs.

### S2E Lab

Indiana, USA

Visiting Undergraduate Research Assistant

Oct 2022 - Feb 2023

- Assisted in research activities at the lab, including dataset collection, parsing, generating and analyzing results from copilot, etc.

### HackMerced

California, USA

Engineering Team Member

Apr 2021 - Jan 2023

- Contributed to developing and organizing the HackMerced website, implementing new features, updating existing components, and leveraging ReactJS, CSS, and Git for efficient collaborative coding and hackathon management.

## Projects

**CodeLytic-Frontend** Created a contents' creator-driven educational platform where users can enroll to premium courses, participate in quizzes and track their progress, built on top of React, HTML, JavaScript.

**CrickShotClassify** Designed two separate models based on a combination of CNN and GRU to run on a custom dataset of 11 different cricket shots and 1 bowled-out action, with a validation accuracy of around 70% in Google Colab

**Crunchyroll** Developed a streaming site for animes and mangas, enabling viewers to enjoy free and premium content, engage in discussions, and utilized ReactJS, SQL, and NodeJS for the technical implementation.

**Wonder Hand** Developed a gesture-based system using C++, Arduino Uno/Nano, Bluetooth modules, and hardware circuitry, enabling paralyzed, bedridden, and disabled individuals to control household appliances and trigger emergency alarms through simple palm gestures, promoting accessibility and independence.

**Codeforces Flutter App** Built a mobile app leveraging Flutter, Dart, and Codeforces API, allowing users with valid Codeforces credentials to track their coding performance through detailed analytics on solved problems, verdicts, and rating progression.

**DX Ball** Created an iGraphics-based C++ project inspired by the classic DX-Ball game, featuring custom levels, scoresheet functionality, and introducing innovative gameplay elements during the early stages of my undergraduate studies.

## Publications

### Zero-shot Prompting for Code Complexity Prediction Using GitHub Copilot

Demonstrated how well GitHub copilot predicts the runtime complexities of programs

### NoTeeline: Supporting Real-Time Notetaking from Keypoints with Large Language Models

Developed a novel note-taking tool that enables micro-note taking and expands notes tailored to an individual's writing style (Ongoing)

## Achievements

2019 **Dean's List**, BUET

2021 **Dean's List**, BUET

MAY 8, 2024