

Abdus Samee

Dhaka, Bangladesh

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

Education

Bangladesh University of Engineering and Technology

Dhaka, Bangladesh

BSc in Computer Science and Engineering

April 2019 - July 2024

- CGPA: 3.79
- Thesis: Federated Learning
- Research Interests: Federated Learning, HCI, Software Engineering

Skills

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

Work Experience

Wall Street Docs

Dhaka, Bangladesh

Junior Software Engineer

July 2024 - till date

- Working with the JS team.

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