

HAROUN HABEEB

haroun7@gmail.com • +1 217-419-0257 • <http://harounh.github.io>

EDUCATION

University of Illinois at Urbana-Champaign	2019
M.S. (with Thesis) in Computer Science	
Indian Institute of Technology, Delhi	2017
B. Tech in Computer Science and Engineering (Concentration in Artificial Intelligence)	GPA: 9.2/10

RESEARCH EXPERIENCE

<u>Coarse-to-Fine Lifted MAP Inference for Computer Vision</u> (link)	2017
<ul style="list-style-type: none">Published (1st author) in IJCAI 2017 under supervision of Dr. Mausam and Dr. Parag SinglaCreated notions of symmetry to achieve speedups in MAP inference on MRF	

INTERSHIPS

<u>Summer Analyst, Deutsche Bank Centre, Mumbai</u>	Summer 2016
<ul style="list-style-type: none">Analysed behavior of correlation between asynchronous equities using SVMs, regression.Developed backtesting tools for asynchronous correlation based instruments.	

SCHOLASTIC ACHIEVEMENTS

Received Merit Scholarship for Top 7% GPA in a class of 100 for 2 semesters	2016
Received Summer Undergraduate Research Award for Point Location in 3D Subdivisions.	2015
Campus runner-up in Philips Blueprint business plan competition	2014
Secured All India Rank 61 among 1,400,000 students in the Joint Entrance Exam, IIT-JEE	2013
Received Gold Medal and Certificate of Merit (top 35) at INPhO, National Olympiad	2012
Received KVPY Fellowship and NTSE Scholarship from Govt. of India	2011,2009

TECHNICAL PROJECTS

<u>Goal Oriented Conversational Agent with Database in the Loop</u> (link , course project)	Spring 2017
<ul style="list-style-type: none">Built memory networks for goal oriented dialog systems with templated output space.	
<u>Parallelized Sudoku Solver</u> (link , course project)	Spring 2016
<ul style="list-style-type: none">Implemented parallelized versions of brute force solver, A* search using C, OpenMP.	
<u>Game Playing AI - Quoridor</u> (link , course project)	Spring 2015
<ul style="list-style-type: none">Implemented a Quoridor player in C++ which uses MCTS and RL.	
<u>3D Peer to Peer Multiplayer Game</u> (link , course project)	Spring 2015
<ul style="list-style-type: none">Developed 3D P2P racing-FPS game featuring AI and robust network using UDP.	

EXTRA CURRICULAR ACTIVITIES

<u>Chief Editor, Board for Student Publications, IIT Delhi</u> (Received Best Chief Editor Award)	2015-16
<u>Vice Chair, ACES-ACM, Official Chapter of ACM at IIT-Delhi</u>	2015-16
<u>Debating</u> (National; Member of Advisory Panel for the Debating Society, IIT Delhi)	2013-17
<ul style="list-style-type: none">Invited adjudicator, N.V. Thadani Memorial. Best Adjudicator, Manzar. Winner, Clash of Titans. Received Outstanding Contributions to Debating Society, IIT Delhi Award.	

TECHNICAL SKILLS

Languages: Python, C/C++, MATLAB, R, Java, SML. Libraries: Mallet, OpenGM, Tensorflow, CGAL, boost	
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