

HAROUN HABEEB

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Computer Science Master's student interested in using machine learning in the real world

EDUCATION

University of Illinois at Urbana-Champaign	May 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

PUBLICATIONS

<u>Coarse-to-Fine Lifted MAP Inference for Computer Vision</u> (link)	2017
▪ Published (1 st author) in IJCAI 2017 under supervision of Dr. Mausam and Dr. Parag Singla	
▪ Created notions of symmetry to achieve 60% speedups in MAP inference on MRF	

INTERNSHIPS

<u>Software Engineering Intern, Applied Machine Learning, Facebook HQ</u>	Summer 2018
▪ Developed integrated gradients algorithm for sparse neural networks	
▪ Optimized to make 5x faster and 20% more consistent than existing methods.	
▪ Used algorithm to do feature selection and gain 0.07% NE (significant) performance increase	
<u>Summer Analyst, Deutsche Bank Centre, Mumbai</u>	Summer 2016
▪ 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
▪ 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
▪ Built memory networks for goal oriented dialog systems with templated output space.	
<u>Game Playing AI - Quoridor</u> (link , course project)	Spring 2015
▪ Implemented a Quoridor player in C++ which uses MCTS and RL.	
<u>3D Peer to Peer Multiplayer Game</u> (link , course project)	Spring 2015
▪ 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
▪ 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 (advanced): Python, C/C++.	Libraries: PyTorch, TF, caffe2, OpenGM, boost
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