

# HAROUN HABEEB

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## EDUCATION

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

## PUBLICATIONS

<b>Coarse-to-Fine Lifted MAP Inference for Computer Vision</b> ( <a href="#">link</a> )	2017
▪ Published (1 <sup>st</sup> 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	

## INTERSHIPS

<b>Summer Analyst, Deutsche Bank Centre, Mumbai</b>	Summer 2016
▪ Analysed behavior of correlation between asynchronous equities using SVMs, regression.	
▪ Developed backtesting tools for asynchronous correlation based instruments.	

## SCHOLASTIC ACHIEVEMENTS

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

## TECHNICAL PROJECTS

<b>Goal Oriented Conversational Agent with Database in the Loop</b> ( <a href="#">link</a> , course project)	Spring 2017
▪ Built memory networks for goal oriented dialog systems with templated output space.	
<b>Parallelized Sudoku Solver</b> ( <a href="#">link</a> , course project)	Spring 2016
▪ Implemented parallelized versions of brute force solver, A* search using C, OpenMP.	
<b>Game Playing AI - Quoridor</b> ( <a href="#">link</a> , course project)	Spring 2015
▪ Implemented a Quoridor player in C++ which uses MCTS and RL.	
<b>3D Peer to Peer Multiplayer Game</b> ( <a href="#">link</a> , course project)	Spring 2015
▪ Developed 3D P2P racing-FPS game featuring AI and robust network using UDP.	

## EXTRA CURRICULAR ACTIVITIES

<b>Chief Editor, Board for Student Publications, IIT Delhi</b> (Received Best Chief Editor Award)	2015-16
<b>Vice Chair, ACES-ACM, Official Chapter of ACM at IIT-Delhi</b>	2015-16
<b>Debating</b> (National; Member of <b>Advisory Panel</b> for the Debating Society, IIT Delhi)	2013-17
▪ <b>Invited adjudicator</b> , N.V. Thadani Memorial. <b>Best Adjudicator</b> , Manzar. <b>Winner</b> , Clash of Titans. Received <b>Outstanding Contributions</b> to Debating Society, IIT Delhi Award.	

## TECHNICAL SKILLS

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