Jaiaid Mobin

GRADUATE TEACHING ASSISTANT

Rochester, NY, USA

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Summary _

I am a 2nd year Ph.D. student. My research focus is GPU workload optimization and disaggregated data centers. I am seeking an internship opportunity in Summer, 2024 (May 27, 2024 to August 16, 2024). I am interested in getting opportunities to get more hands-on experience on how the industry manages HPC, and cloud environments.

Education

Rochester Institute of Technology

Ph.D. IN COMPUTER SCIENCE

• **Research Topic** — High performance computing, distributed computing

Bangladesh University of Engineering and Technology

M.Sc. IN COMPUTER SCIENCE

• Thesis Title — Transit Network Design For Evacuation Modeling Using Heuristic and Multi-Objective Optimization Based Approaches

Bangladesh University of Engineering and Technology

B.Sc. IN COMPUTER SCIENCE

Rochester, NY, USA

August, 2022 - Present

Dhaka, Bangladesh

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August, 2022

Dhaka, Bangladesh

September, 2017

Experience _____

Rochester Institute of Technology

GRADUATE TEACHING ASSISTANT

• Answering Student's queries about homework in office hours or in Discord

Rochester, NY, USA

August 2023 - December 2023

Rochester Institute of Technology

GRADUATE RESEARCH ASSISTANT

- · Investigate Research Problem
- Study and present research paper

Rochester, NY, USA

August 2023 - May 2023

BJIT Ltd - Offshore Software Development Company

SOFTWARE ENGINEER

• Reviewed client expectations and project parameters and suggested software packages that met requirements.

House-7, Road-2/C, Block-J, Baridhara, Dhaka

July 2018 - October 2020

BJIT Ltd - Offshore Software Development Company

SOFTWARE ENGINEER

· Reviewed client expectations and project parameters and suggested software packages that met requirements.

House-7, Road-2/C, Block-J, Baridhara, Dhaka

July 2018 - October 2020

Professional Project Experience _____

Device Interfacing Software Improvement

- Contributed to build and solve issues in building a codebase in MSVC2019 which is earlier built using MSVC2012 and clear documentation was not
 available
- Fixed bug in **C#** codebase and implemented a small feature

Virtual Background Feature Implement

- Used google mediapipe sdk to implement library to remove background, add background, blur background (provided as a static library for Windows)
- Library is developed using C++ (MSVC2017) for 64bit platform, library using mediapipe SDK is partially built using Bazel build system.
- Resolved some build issues to build mediapipe code using MSVC2017 (github provided version with the necessary feature can be built only by MSVC2019)

Directshow Source Filter Development

- Repurposed code from existing MIT licensed project to create a source filter
- Analyzed requirement of our project and capabilities of directshow source filter to report what is feasible and accordingly influenced application
 architecture
- Implemented simple IPC mechanism to facilitate communication between COM component and application
- Worked on application backend to interface with custom source filter using C++ (MSVC++14) and C#(.NET 4.7)

Device Control Based on Computer Vision

- Developed Windows application using C++/CLR and VS2015
- Developed simple custom solutions based on computer vision algorithms using OpenCV API to do particular object presence detection for application use case scenario and showed their effectiveness using client provided dataset
- Implemented object detection system in C++ using OpenVINO sdk for Windows10 based application
- Implemented relay control over tcp in C++ using windows networking library and knowledge from the relay documentation

Smartphone User Detection

- · Collected Data and trained machine learning model inspired from a given paper in Python3.6 using numpy, scikit-learn package
- Implemented simple communication over http protocol locally to connect front end code and backend ml inference using flask, json packege

Content Based http/https Traffic Filtering

- Implemented local cache in C++ using sqlite library in Windows client PC(Windows10)) application
- User can selectively filter categories of content
- Written simple **javascript** for browser based control panel of client PC application

Used Tools

Languages Python3, C++, C, Bash, Java, SQL, C#, x86 Assembly(fasm)

Machine Learning/Vision Development Tools OpenCV, Scikit-learn, Keras, PyTorch

DBMS MySQL, SQLite, PostgreSQL

Build system Make, CMake, Bazel

Cloud Environment GCP

Hypervisor system VirtualBox, Linux KVM

Container Deployment Docker
Cluster Management Toolkit xCAT

Mobile Platform SDK Android (https://play.google.com/store/apps/details?id=com.bitweaver.morsetorch)

Network Tool Wireshark (monitoring), Packettracer (simulation), Postman (API testing)

WebFrameworks Laravel, Codeogniter **H/W Development Platform** Arduino, Raspberry Pl

Recent Publications _____

COLTI: Towards Concurrent and Co-located DNN Training and Inference

ACM International Symposium on High-Performance Parallel and Distributed Computing (HPDC)

2023

https://www.hpdc.org/2023/program/accepted/

Towards Data Gravity and Compliance Aware Distributed Deep Learning on Hybrid Clouds

Workshop on Data Fabric for Hybrid

Clouds

2022

https://hipc.org/wdfhc/

WORKSHOP ARTICLE

POSTER (BEST POSTER AWARD)

Efficient association mapping from k-mers—an application in finding sex-specific sequences

Plos One 2021

JOURNAL ARTICLE

• https://doi.org/10.1371/journal.pone.0245058

Achievements _

ACM HPDC'23 BEST POSTER AWARD

June, 2023

 $\bullet\ \mathtt{https://twitter.com/ACM_HPDC/status/1671990446174642177/photo/1}$

PART OF BRICKHACK 9 BEST HEALTH HACK WINNER TEAM

February, 2023

• RIT's premiere collegiate hackathon

ITEE CERTIFICATION

March, 2018

ITEE Level 2, FE ExamOrganized by IPA, Japan