



RUDAIBA ADNIN

Contact Information

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Interests

Human-Computer-Interaction (HCI),
Social Sciences,
Machine Learning,

Other Skills

Communication,
Team Work,
Quick Learner,
Detail Oriented

EDUCATION

- 2016-Present **Bachelor of Science (B.Sc) in Computer Science and Engineering**
BANGLADESH UNIVERSITY OF ENGINEERING AND TECHNOLOGY (BUET), DHAKA ·
Expected Date of Graduation - Jan'21. CGPA - 3.35/4
- 2015 **Higher Secondary School Certificate**
HOLY CROSS COLLEGE, DHAKA ·
GPA - 5/5
- 2013 **Secondary School Certificate**
IDEAL SCHOOL AND COLLEGE, DHAKA ·
GPA - 5/5

RESEARCH EXPERIENCE

- 2019–Present** Understanding Students Perception, Usage pattern and Reaction towards Online Educational Resources in Bangladesh and Develop a Personalized Search Engine for Educational Resources
Field : Human Computer Interaction, Machine Learning
- 2020–Present** Focusing on the Unfocused: Understanding the Impact of Online Interactions with Small-Scale Non-Profit Organizations Working for Benefit of Street Children in Bangladesh
Field : Human Computer Interaction
- 2020** Citadel: an automated abuse detection system to detect and prevent abusive behaviors
Field : Human Computer Interaction, Deep Learning
- 2020** Impact of Warning Users about Hate Speech while Posting Comments on Social Media on Facial Expression and Brain Wave
Field : Human Computer Interaction, Deep Learning

TECHNICAL SKILLS

- Programming Languages** C, C++, Java, Python, HTML/CSS, PHP, Javascript, Bash, Assembly(8086)
- Tools** Git, Bitbucket, Wireshark, Android Studio, Latex, Atmel Studio, MATLAB, Logisim, Cisco Packet Tracer
- Database** MySQL, Oracle, SQLite
- Framework** Tensorflow, Laravel, Django, Flask
- OS** Linux, Windows

PROJECTS

- 1 Developed an E-Commerce website for software development course using Laravel
- 2 Implemented Dictionary Attack for security course
- 3 Built a Remote Control and Obstacle Avoiding Automated Car
- 4 Developed a Library Management System using Oracle DBMS and Java
- 5 Developed a Battle Warship game using JavaFx
- 6 Built a C compiler using Bison and yacc
- 7 Developed Pacman game using C iGraphics.
- 8 Developed Mancala in Java using min-max algorithm and alpha-beta pruning
- 9 Developed a 7 segment digital clock using C iGraphics