Samien Shaheed

samienshaheed.github.io/portfolio/
samienshaheed@gmail.com | +880 17312 412 32 | .linkedin.com/in/samienshaheed/ | github.com/SamienShaheed

WORK EXPERIENCE

Wavelet Solutions Sdn Bhd | *Angular, Spring Boot, PostgreSQL* **Subang Jaya, Malaysia**
Ful Stack Developer *Feb 2025 – Present*

- Developed and maintained ERP Applets for Bigledger, using Angular for front-end and Java Spring Boot for back-end.
- Worked directly with clients to analyze requirements, troubleshoot issues, and add new features and enhancements based on business requirements for several applets.

Square InformatiX Limited | *Laravel, MySQL* **Dhaka, Bangladesh**
Software Engineer Intern *Oct 2024 – Jan 2025*

- Led a team of interns to develop an Inventory Management System ERP using Laravel and PHP, using **CI/CD pipelines** for testing and deployment.
- Designed a **database architecture** that allows end users to generate meaningful data and reports, such as stock levels, item receiving vs issuing trends, and defective item trends to facilitate detailed stock analysis.
- Built scalable **RESTful APIs** for the system's backend using the **MVC Framework** to handle processes like retrieving stock levels, tracking warranty details, and low-stock alerts.

University of Nottingham | *PyTorch, MATLAB* **Selangor, Malaysia**
AI Research Intern *May 2022– Sep 2022*

- Implemented Fourier Neural Operators (FNO) to improve computation time for Radio Frequency Ablation (RFA) treatment simulations using **PyTorch**.
- Created custom data generation scripts on **MATLAB** to generate synthetic datasets to facilitate further research into RFA simulations using FNOs.
- Developed and integrated custom training optimizers, including an Adam optimizer variant, to improve model convergence during FNO training by 30%.

EDUCATION

University of Nottingham **Selangor, Malaysia**
B.Sc in Computer Science **(GPA: 3.8)** *Sep 2021 - Jul 2024*

- *Awarded High Achievers Scholarship and shortlisted to the Dean's List*

PERSONAL PROJECTS

Adaptive Learning E-Platform with Gamification | *React.js, Django, Scikit-Learn* *Sep 2022 - Jul 2023*

- Implemented a Python-based AI backend to support adaptive learning and personalized learning paths for students using Bayesian knowledge tracing (BKT) to track learning progress and skill mastery.
- Designed a **recommender system using the TF-IDF algorithm and Cosine Similarity** to suggest the most suitable learning resources based on students' progress.
- Integrated the backend with **React.js** through **Django** to provide real-time feedback on student performance, resulting in a consistent and responsive user experience.
- Increased student engagement and retention rates by incorporating gamification features such as achievements, badges, and an in-game XP system, using Human-Computer Interaction (HCI) principles.

Snake Game AI with Genetic Algorithms & Neural Networks | *Java, Processing 4 IDE* *Feb 2024 - Jul 2024*

- Developed an AI agent using a hybrid Neural Networks and Genetic Algorithms model to play the classic Snake Game.
- Used **Processing 4 IDE** and **Java** to develop a custom game environment to investigate different neural network architectures and mutation rates for optimal performance.
- Analyzed training results and performance metrics like high scores and time between points to evaluate the agent's efficiency, iteratively refining parameters for improved gameplay outcomes.

PUBLICATIONS

- Loo, Y. Y., Lee, M. Y., Shaheed, S., Maul, T., & Clink, D. J. (2025). Temporal patterns in Malaysian rainforest soundscapes demonstrated using acoustic indices and deep embeddings trained on time-of-day estimation. The Journal of the Acoustical Society of America, 157(1), 1–16. https://doi.org/10.1121/10.0034638

SKILLS

Programming Languages: Python, Java, Javascript, PostgreSQL, MySQL, PHP, MATLAB
Frameworks & Libraries: Angular, Spring Boot , PyTorch, Pandas, Matplotlib, Seaborn
Tools: Git, Git Bash, DBeaver, Postman, Microsoft Office (MS Word, MS Excel, MS Powerpoint, MS Access)