Ahnaf Munir

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Research Interest

Machine Learning, Deep Learning, Computer Vision

EDUCATION

Master of Science - Informatics: Games Engineering

2022

Technical University of Munich; CGPA: 2.0 out of 5.0 (German grading system)

Thesis: Learning Neural Surface Representation from Prominent Objects in Video Sequences

Supervisor: Prof. Dr. Rüdiger Westermann

Bachelor of Science - Computer Science & Engineering (CSE)

2015

Islamic University of Technology; CGPA: 3.85 out of 4.0

Thesis: Cellular Automaton Based Motion Planning for Mobile Wireless Sensor Network

Supervisor: Dr. Muhammad Mahbub Alam

EXPERIENCE

Fellow April 2023 - Present

Fatima Fellowship

• Working on openable part detection and motion estimation techniques under the supervision a current PhD student from the Georgia Institute of Technology

Assistant Professor August 2022 - Present

• Islamic University of Technology, Bangladesh

Conducting lectures on the topics 'Deep Learning' and 'Artificial Intelligence'

Lecturer August 2016 - July 2022

Islamic University of Technology, Bangladesh

• Conducted lectures on the topics 'Introduction to Programming', 'Discrete Mathematics', 'Simulation, Modeling and Performance Evaluation' and 'Digital Signal Processing.

Graduate Research Student

May 2021 - April 2022

Fraunhofer IIS, Germany

Experimented with the application of deep learning-based video super-resolution techniques for video encoding.

Student Assistant December 2020 - March 2021

Technical University of Munich, Germany

Worked under the chair of Information Systems in TUM to develop a business modeling tool using Java.

Research Assistant (Remote)

December 2015 - July 2016

Algoma University, Cananda

 Worked under the supervision of Dr. Salimur Choudhury in the field of Mobile Sensor Networks (MWSN) and Radio Frequency Identification (RFID) networks which resulted in 1 journal paper and 1 conference paper.

Software Development Intern

October 2014 - December 2014

Nilavo Technologies Limited, Bangladesh

Dealt with front-end and back-end development and optimization of the in-house developed project management tool of the company.

PUBLICATIONS

Conference:

- 2. Tasnim Ahmed, **Ahnaf Munir**, Sabbir Ahmed, Md. Bakhtiar Hasan, Md. Taslim Reza, Md. Hasanul Kabir, "Structure-Enhanced Translation from PET to CT Modality with Paired GANs", in 6th International Conference on Machine Vision and Applications (ICMVA) 2023, Singapore.
- 1. **Ahnaf Munir**, Md. Sakhawat Hossen and Salimur Choudhury, "Localized Load Balancing in RFID Systems", in 5th International Conference on the Theory and Practice of Natural Computing (TPNC) 2016, Sendai, Japan. doi: 10.1007/978-3-319-49001-4_3

Journal:

- 3. (Under Review) Tasnim Ahmed, Shahriar Ivan, **Ahnaf Munir**, Sabbir Ahmed., "Decoding Depression: Harnessing Social Media Insights with Transformers for Precise Depression Severity Assessment and Explainability Analysis", Social Network Analysis and Mining.
- 2. Ahnaf Munir, Md. Tahmid Rahman Laskar, Md. Sakhawat Hossen Salimur Choudhury., "A localized fault tolerant load balancing algorithm for RFID systems", Journal of Ambient Intelligence and Humanized Computing (2018) doi: 10.1007/s12652-018-1114-7
- 1. **Ahnaf Munir**, Shihabuzzaman, Md. Sakhawat Hossen, Salimur Choudhury, Muhammad Mahbub Alam., and S. Choudhury "Localized motion planning algorithm for mobile wireless sensor networks", International Journal of Unconventional Computing (2016), Vol. 12, pp. 363-391.

SKILLS

- Languages: Python, C, C++, C#, Java, SQL
- Deep Learning and Machine Learning: Pytorch, Tensorflow
- Web Development: HTML, CSS, Javascript
- Others: Unity, Oracle, OpenCV, Linux Environments

Selected Projects

• IMU and Bundle Adjustment

A fast and accurate estimation of the smartphone camera trajectory using the IMU sensor data and camera RGB data of the smartphone.

Repository: github.com/jacobsjo/IMUBundleAdjustment

• Table League AR

An AR-based multiplayer android game that takes inspiration from traditional tower defense and football games. Repository: github.com/Bone008/table-league-ar

• Tetris 360

A Tetris game developed for Virtual Reality (VR). The game was developed to collect data for Advanced Realtime Tracking (ART) sensors which were fitted to the VR controller.

Repository: github.com/ahnaf1393/360-Tetris

• Physician Interest Predictor

Application of popular machine learning-based business analysis tools on real-world data to predict whether physicians have interest in different pharmaceutical companies.

Repository: github.com/ahnaf1393/PhysicianInterestPrediction

Scholarships and Achievements

- Selected as one of the fellows for the 2023 Fatima Al-Fihri Predoctoral Fellowship program that helps Ph.D. applicants of computer science and machine learning to work with current Ph.D. students or researchers on research projects to gain research experience and strengthen their applications.
- OIC Full Free Scholarship for 3 years of undergraduate study period, awarded by the Islamic University of Technology
- 4 years' scholarship awarded by Bangladesh Govt. for obtaining high grades in Higher Secondary School Certificate examination

References

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Dr. Md. Hasanul Kabir Professor, Department of CSE Islamic University of Technology (+88 02) 9291254 59 Ext: 3275 hasanul@iut-dhaka.edu