Amit Sarker

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INTERESTS

Artificial Intelligence, Multi-agent Coordination and Optimization, Multi-agent Planning and Scheduling, Interaction Between Human and Robot/AI.

EDUCATION

University of Dhaka

2020

Bachelor of Science in Computer Science and Engineering

CGPA Score - 3.77/4.00

EXPERIENCE

TigerIT Bangladesh LTD.

Apr. 2020 - Present

Full Stack Software Engineer

Software Quality Assurance (SQA) team

Led By: Al Mamun Chowdhury

Cognitive Agents and Interaction Lab (CAIL)

Nov. 2018 - Jan. 2020

Research Student, University of Dhaka

Search-Based algorithm to solve Continuous DCOPs

Supervised by: Dr. Md. Mosaddek Khan

AWARDS

Code Samurai 2019 – Inter University Hackathon 1st Runner-up

Nov. 2019

It was a national-level competition jointly organized by BJIT Limited, BJIT Academy and Department of CSE, University of Dhaka.

PUBLICATIONS

- Amit Sarker, Abdullahil Baki Arif, Moumita Choudhury, and Md. Mosaddek Khan. C-CoCoA: A Continuous Cooperative Constraint Approximation Algorithm to Solve Functional DCOPs. In Proc. of the 19th International Conference on Autonomous Agents and Multiagent Systems (AAMAS 2020). (Extended Abstract).
 - 11th International Workshop on Optimization and Learning in Multiagent Systems (OptLearnMAS) @ AAMAS, 2020 (Full Paper).
- 2. Moumita Choudhury, **Amit Sarker**, Md. Mosaddek Khan, and William Yeoh. A Particle Swarm Inspired Approach for Continuous Distributed Constraint Optimization Problems. arXiv:2010.10192 (under review), 2020.
- 3. Amit Sarker, Abdullahil Baki Arif, and Md. Mosaddek Khan. Applying Local Search Algorithms for solving Functional Distributed Constraint Optimization problems (F-DCOPs) in Multi-Agent Systems. *Undergraduate Thesis, Computer Science and Engineering, University of Dhaka, 2019.*

TECHNICAL SKILLS

Programming Languages: Python, C/C++, LaTeX.

Databases: MySQL, Oracle, MongoDB.

Libraries: PyTorch, Pandas, NumPy, Matplotlib.

Web Technologies: JavaScript, Python Flask, HTML/CSS.

Cloud Platform: Google Firebase.

PROJECTS

- My Food Diary

Feb. 2018 - Apr. 2018

- An android app implemented in Java for food tracking and health management.
 A user-friendly way to track daily calorie intake, water consumption and weight.
- Genetic algorithm based automated food suggestions and goal oriented motivations.

- Track Me

Jul. 2017 - Oct. 2017

- An android app implemented in Java for tracking personal vehicles on road by using Google Maps API.
- Clustering based approach to detect anomaly in driving pattern and notify the car owner.

- GRE_WebApp

Jul. 2018 - Oct. 2018

- Flash-card based web application for the students to take preparation for the GRE (Graduate Record Examination).
- The backend is developed using Python (Flask framework), MongoDB and the frontend is developed using HTML, CSS, Javascript.

- CSEDU Book Club

Feb. 2019 - Apr. 2019

- An application for maintaining the book sharing activities of CSEDU Book Club.
- Android app is implemented in Java, Web app is implemented in Python (Flask framework), Firebase database is used for both versions.

- 29 Card Game

Feb. 2017 - Apr. 2017

- A four-player 29 card game that is implemented by using Java Socket Programming.
- Stick Hero

Jun. 2016 - Aug. 2016

• Windows version of the famous stick hero game. Implemented by using C++ and Simple and Fast Multimedia Library (SFML).

REFERENCE

Dr. Md. Mosaddek Khan

Assistant Professor, Department of Computer Science and Engineering University of Dhaka
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