BAKHTIYAR SYED

@ bakhtiyar.hsyed@gmail.com   ☎ (+91) 9167420147, 8369777019
linkedin.com/in/bakhtiyar-syed   ⚙ github.com/bakszero
📍 Polhelmsgatan 6, 1202 Solna, Stockholm, Sweden

EXPERIENCE

Embark Studios

🗓 May 20 - Present | Machine Learning Research Engineer

- Building interactive experiences in a remixable game engine by exploring the confluence of reinforcement learning and natural language processing.
- Designing natural language processing (NLP) systems for in-game language grounding and integrating conversational agents into game characters.

Adobe Research

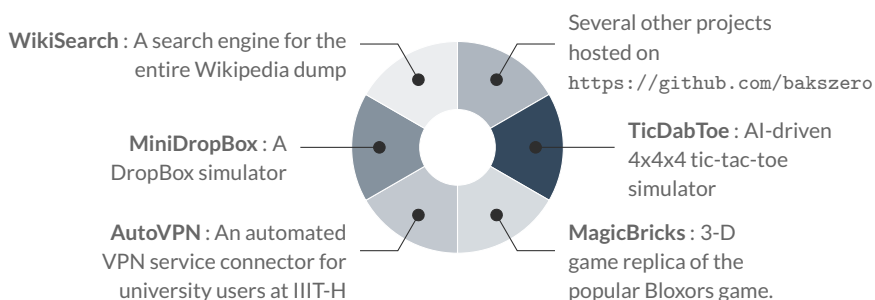**🗓 Jun - Aug 19 | Research Intern**

- Designed an architecture for the generation of author-specific stylized text aided by incorporating specific linguistic reward mechanisms.
- Accepted for publication at AAAI '20, and subsequent patent filing.

Google Summer of Code '18

🗓 May - Aug 18 | Student Developer

- Built the **first-ever** semantic role labeler (SRL) system for a historical language, Sumerian and facilitated the creation of gold semantic role data for the research community at the *Cuneiform Digital Library Initiative* (CDLI)
- Complete details @ `https://summerofcode.withgoogle.com/archive/2018/projects/6336913732534272/`

SELECTED PROJECTS

WikiSearch : A search engine for the entire Wikipedia dump

Several other projects hosted on `https://github.com/bakszero`

MiniDropBox : A DropBox simulator

TicDabToe : AI-driven 4x4x4 tic-tac-toe simulator

AutoVPN : An automated VPN service connector for university users at IIIT-H

MagicBricks : 3-D game replica of the popular Bloxors game.

RESEARCH PUBLICATIONS

- **Syed, Bakhtiyar**, Gaurav Verma, et al. (2020). "*Adapting Language Models for Non-Parallel Author-Stylized Rewriting*". In: **AAAI**.
- **Syed, Bakhtiyar**, Vijayasaradhi Indurthi, et al. (2019). "*Inductive Transfer Learning for Detection of Well-Formed Natural Language Search Queries*". In: **ECIR**.
- Vadapalli, Raghuram, **Syed, Bakhtiyar**[1], et al. (2018). "*When science journalism meets artificial intelligence : an interactive demonstration*". In: **EMNLP**.
- Vadapalli, Raghuram, **Syed, Bakhtiyar**[1], et al. (2018). "*Sci-Blogger : A step towards automated science journalism*". In: **CIKM**.

*Full publication list (including workshops) is at `https://scholar.google.co.in/citations?user=slTchcMAAAAJ`

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[1]Equal Contribution

EDUCATION

IIIT Hyderabad

Bachelors in Computer Science
and **M.S. in Computational Linguistics**
CGPA: 8.57

🗓 2015 - 2020 (Expected)

ACHIEVEMENTS

G   **Winner - Google ML Hackathon 2018**
Best solution and first position on the Kaggle leaderboard.

🏆 **Winning Team: SemEval 2019**
First positions in Question Discernment in QA forums & Hate Speech Detection tasks.

🏆 **Top Solution - Clickbait Challenge**
Best current solution for clickbait intensity prediction on https://www.clickbait-challenge.org/

🏆 **AAAI 19 - Affective Content Analysis Workshop**
Runner-up : Identifying ingredients for happiness constructs.

⊞ **Microsoft Research Grant**
Grants for travel to ECIR 2019.

🏆 **Dean's List Awards -2016, 2017, 2018**
Awarded for academic excellence.

👥 **Convenor - Students' Parliament**
4-time elected representative of the campus student body.

SKILLS

Artificial Intelligence   Machine Learning

Natural Language Processing

Information Retrieval & Extraction

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Python   C,C++   PyTorch

Keras | Tensorflow   SQL   XML

HTML   CSS   Bash   Apache Server

ACTIVITIES

Program Committee

ICWSM (AAAI-19)

Teaching Assistant

**Information Retrieval & Extraction
Introduction to Linguistics**

Web Chair

CODS-COMAD 2020