

# KAZI HASAN IBN ARIF

Machine Learning Engineer and Prospective Graduate Student

[hasanibnarif.github.io](https://hasanibnarif.github.io)

☎ +8801521402031 ✉ [hasan.ibn.arif@gmail.com](mailto:hasan.ibn.arif@gmail.com) [LinkedIn](#) [Github](#) [ResearchGate](#)

## RESEARCH EXPERIENCE

- 1. Generate 3D Bone from DICOM using Deep CNN** 2022  
*Supervised by Dr. Mahmuda Naznin (BUET)* Undergraduate Thesis
  - We proposed a deep CNN based approach that can segment 3D bone from radiology image
- 2. Hybrid Deep Learning Model for Bangla Parts of Speech Tagging** 2021  
*2nd International Conference for Emerging Technology* Co-Author
  - Paper Link: [🔗](#)  
Exploited textual data and long term word dependencies to accurately tag 'Bangla' parts-of-speeches

## PROFESSIONAL EXPERIENCE

- Machine Learning Engineer at IQVIA** [🔗](#) May 2022 – Present  
*Responsibilities* Dhaka, Bangladesh
- Researching and implementing ML algorithms and tools
  - Build and deploy ML framework for pharmaceutical industries

## EDUCATION

- Bangladesh University of Engineering and Technology (BUET)** 2017 – 2022  
*Computer Science and Engineering - CGPA - 3.39/4.00 ( 3.89 in final year)* Dhaka, Bangladesh

## TECHNICAL SKILLS

**Languages:** C, C++, Java, Python, JavaScript, Shell  
**Framework:** Node, React, Pytorch, JavaFX, Git, OpenGL  
**Database:** Oracle, PostgreSQL, MongoDB  
**Technology:** Linux, Docker, kubeflow,

## PROJECTS

- Police Department Automation** | [🔗 Link](#) | React.js, Node.js, MongoDB 2021
  - A web-app that can manage workflow for Police Department, show various analytical data visually and basic HR management
- Smartphone Price Predictor in Bangladesh** | [🔗 Link](#) | Python, scikit-learn 2021
  - Scrapped dataset from popular mobile website for mobile-phone, Rigorous preprocessing of data, Trained and compared between few algorithms
- Computer Graphics: Rasterization and Ray Tracing** | [🔗 Link](#) | OpenGL library, C++ 2021
  - Implemented Phong illumination and multi level recursive ray tracing to generate realistic scene
- Lines of Action Game** | [🔗 Link](#) | Java, JavaFX 2020
  - Developed a heuristic for AI based board game, GUI using JavaFX
- CPP Compiler** | [🔗 Link](#) | Yacc, Lex, C 2019

- Developed parsing, tokenizing, semantic analyser and x86 assembly code generator from input cpp code

**Pinterest | [🔗 Link](#) | PostgreSQL, PHP, HTML, CSS**

**2018**

- Developed a website like pinterest and designed database

**Angry Birds | [🔗 Link](#) | C, iGraphics**

**2017**

- Developed GUI based game using c graphics framework

## EXTRACURRICULAR

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**Shabash Fakibaj LLC [🔗](#)**

**2020 – 2021**

*Campus Ambassador*

*Dhaka, Bangladesh*

- I volunteered and represented this organization in my campus which help undergrad students for pursuing higher studies
- Participation Certificate [🔗](#)

## AWARD

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- Fusemachines AI Fellowship 2022
- University Merit Scholarship (7th Semester)
- Admission Test Scholarship
- Bangladesh Physics Olympiad Divisional (Top 20)