

Md Injamul Haque

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Profile

As a Creative Technologist, I specialize in Computer Vision, Mobile Development, Motion Design, and VR Development. I am passionate about integrating these domains to create innovative and immersive solutions that seamlessly blend technology with artistic expression.

Education

Aalborg University

Master of Science in Medialogy

Copenhagen, Denmark

September 2024 – Current

- Ongoing Immersive Experience Project: **EEG-Driven Mindfulness Meditation in VR** - Designed an immersive VR Meditation experience for focus and relaxation using EEG-based mapping with nature-inspired visuals and sound.
- Hackathon Project: - **The Vine of Mind – EEG-Based VR Experience**
br41n.io BCI Hackathon – 3rd Place, BCI Programming & Arts | May 2025
Created an immersive VR experience in Unity using EEG signals to map focused and relaxed brain states to VFX and audio, developed during a 24-hour global hackathon with the Augmented Cognition Lab and g.tec medical engineering GmbH.
- Current Courses: - Multi-Sensory Interaction and Media Cognition, Spatial User Interfaces, Embodied Interaction.
- Adaptive Media Systems Project: **Aseptic Training in Virtual Reality** Developed a gamified, adaptive VR application inspired by the EU Commission's Annex 1 regulations to train cleanroom employees in sterile medicinal product manufacturing, incorporating expert insights from a Novo Nordisk specialist to ensure alignment with real-world training needs; received a final grade of 12/12.
- Previous Courses: - Machine Learning for Media Experience, Real Time Computer Graphics, Mobile and Wearable Computing.

Jahangirnagar University

Master of Science in Computer Science and Engineering

Savar, Dhaka, Bangladesh

April 2014 – April 2022

- MSc Project: **Low-light Image Enhancement using Multiscale Residual Network and Dual Attention** – Focused on experimenting with novel techniques for image enhancement and noise reduction using CNN.
- BSc Thesis: **Optimal Obstruted Group Trip Scheduling Queries in Spatial Databases** – Developed an algorithm for efficient group travel with obstacle avoidance and optimized POI selection using geometric and Euclidean properties.

Experience

Motion Designer

Musical Wind

January 2024 – August 2024

Dhaka, Bangladesh

- Created visually captivating animated music videos using **Adobe Illustrator** and **After Effects**.
- Mastered storytelling by interpreting song lyrics and sounds to create hand-drawn 2D line illustrations that seamlessly align with the narrative.

Junior Software Engineer

Inovex Idea Solution Limited

January 2023 – December 2023

Dhaka, Bangladesh

- Contributed to the existing Mobile Device Management (MDM) and EMI Locker Android applications using **Java**, integrating REST APIs to improve functionality and user interactivity.
- I actively contributed to the design of the company's portfolio website, utilizing **HTML, CSS, JavaScript, and Bootstrap** to create a visually appealing online presence.

Research Assistant (Computer Vision)

Department of Computer Science and Engineering, Jahangirnagar University

August 2020 – January 2022

Savar, Dhaka, Bangladesh

- Collected and prepared large datasets for computer vision research projects.
- Developed and implemented computer vision algorithms using **openCV, CNN, Autoencoder, and GAN**.
- Actively engaged in continuous learning and skill development to stay updated with the latest advancements in **Computer Vision and Computational Photography**.

TECHNICAL SKILLS

Languages	: C++, Java, Python, C#
Libraries	: OpenCV, Numpy, Matplotlib, Keras, TensorFlow
Databases	: MySQL, Firebase
Web Design	: HTML, CSS, JavaScript, Bootstrap
Dev Tools	: Android Studio, Eclipse, Pycharm, Jupyter Notebook, Unity
Design Tools	: Figma, Adobe Photoshop, Adobe Illustrator, Adobe After Effects
Other Skills	: LaTeX, Git, Jira, Zotero

PROJECTS

Aseptic Training in Virtual Reality.

[Source Code](#)

- Conducted a comprehensive literature review to align the VR application with industry regulations and training needs.
- Contributed to designing immersive 3D cleanroom environments and implemented machine learning with InteractML for dynamic, position-based adaptation to enhance personalized training.

Position-Based Interaction Using InteractML in Unity

[Source Code](#)

- Designed and implemented a real-time ML classification system in Unity using InteractML to map avatar position data to dynamic environmental changes.
- Collected and labeled live position data to train a KNN model for binary movement state classification.

Mood-Based Chord Progression App – Compose with Emotion

[Source Code](#)

- Developed an Android application in Java that generates chord progressions based on selected key and mood (e.g., Happy, Sad, Energetic, Romantic, Mysterious).
- Implemented a music theory-based algorithm to generate emotion-driven chord progressions with real-time audio playback.

Object Detection using Vision Transformer.

[Source Code](#)

- Implemented an advanced object detection system leveraging **Vision Transformer** architecture.
- Developed a robust solution for detecting and classifying objects in images.
- Utilized cutting-edge technologies to achieve state-of-the-art performance in computer vision tasks.

HOBBIES AND INTERESTS

- Photography: Passionate about capturing moments and participating in exhibitions and contests.
- Music: Skilled at playing rhythm guitar and exploring sound creation.
- UI/UX Design: Enthusiastic about creating visually engaging user interfaces and enhancing user experiences.
- Extended Reality (XR): Interested in combining visuals, sound, and Machine Learning to create immersive experiences.

LANGUAGES

English (Fluent), Bengali (Native), French (Beginner – Learning in Progress)

ACHIEVEMENTS & CERTIFICATIONS

- [br41n.io BCI Hackathon – 3rd Place, BCI Programming Arts \(Certificate\)](#)
- [Elements of AI.\(Online course offered from the University of Helsinki and Reaktor with certificate\).](#)
- [Neural Networks and Deep Learning \(online course offered from deeplearning.ai via Coursera with certificate\).](#)
- [Introduction to TensorFlow for Artificial Intelligence, Machine Learning and Deep Learning. \(deeplearning .ai\)](#)
- [Convolutional Neural Networks in Tensorflow.\(deeplearning .ai\)](#)
- [Advanced Computer Vision with Tensorflow. \(deeplearning .ai\)](#)
- [Foundation Photography course from Pathshala South Asian Media Institute](#)
- [Guitar Scales and Chord Progressions from Berklee College of Music](#)