



SHAHRIAR KABIR KHAN

 s.kabir973@gmail.com

 07422 552640

 Kabiruh19

 Shahriar73.github.io

EDUCATION

MSc Artificial Intelligence • Queen Mary University of London(2.1 Expected) 2019 - 2020

Modules Include: Deep Learning and Computer Vision, Data Mining, Machine Learning, Neural Networks with Natural Language Processing, Advanced Robotics System, AI in Games.

Projects:

- Natural Language Processing: Completed gender and character identifier project to detect male and female characters from dialogues using NLP methods, e.g. SVM classifier, POS tagging, word2vector etc. Also developed a text classifier model using LSTM(Python).
- Artificial intelligence: Developed a controller of Pommerman games using MCTS algorithm, Used Markov chain models to generate levels for MarioAI games framework(Java).
- Machine Learning: Implemented machine learning models using linear regression, logistic regression and neural networks(Python). Developed an image classifier using Bag-of-words model also built a model that perform eigenface based recognition(Matlab).
- Computer Vision/Deep Learning: Developed SRCNN model using the concept of image super-resolution, CNN and PSNR. Also, built a GAN model to get the hands-on experience of it(Python).

BSc Computer Science(SW*) • University of Hertfordshire(2.1)

2016 - 2019

Modules Include: Artificial Intelligence, Computer System Security, Algorithm and Data Structures, Software engineering practice, Mobile computing etc.

Project:

- Live bus times update(iOS bus tracking Application): Designed and developed a portfolio iOS application by following core software engineering practices that can detect the live location of buses using drivers location. Passenger can track(with time and distance) directly their desired bus location using this application. Gained experiences on agile methodology, version control, MVC and other most essential software engineering methodologies.

EXPERIENCE

Mobile App Developer(Internship) • Focus4People, London.

May 2019 - August 2019

- Created UX/UI design for mobile apps for different platforms, including iOS and Android.
- Adapted existing web app for mobile apps and developed APIs to support mobile functionality.
- Collaborated with other developers to continually innovate app functionality and design.
- Kept up to date with the terminology, concepts and best practices for coding mobile apps.
- Maintained and updated work regularly following version control system using Git.

OTHER WORK EXPERIENCE

Team Leader(Part time), Coop, London.

2016 - present

- Trained new and existing staffs where necessary and manages stock, deliveries, promotions, handled cash office etc. Perform cashier duties where required.
 - Professionally handle complaints and satisfy customers to ensure company image remain outstanding. Act on behalf of management in the absence of the manager.
 - Organise and distribute work within my team. Influence my team to work together to achieve greater success.
-

Customer Team Member(Part time), Sainsbury's, London. October 2016 - February 2017

- Performed cashier duties, including merchandise returns, refund and exchange, acted product assistant in the store.
- Assisted customers in finding out-of-stock items. Replenished merchandise shelves with items from the stockroom, organised the store by returning all merchandise to its designated place.

POSITION OF RESPONSIBILITY

Course representative(MSc AI), QMUL, London. September 2019 -present.

- Represented students from my course to improve the quality of teaching, contributed to improving the course content and student understanding when appropriate by contacting school authorities and lecturers.

Treasurer, UNICEF on Campus Hertfordshire, UH. September 2018 -May 2019

- Mainly retained fund of the organisation, besides organised events multiple times, traded different items at the campus for raising funds for children in developing countries.

Treasurer, UH Bangladeshi society, UH. September 2018 -May 2019

- Organised cultural events for Bengali community people collaboratively with president and secretary. Promoted events to other community students at the university, invited students to join society etc.

Student representative, School of Computer Science, UH September 2018 -May 2019

- Made positive changes within my School and Courses. Took students voice to the school authorities and committees to improve the course and its structure. Many times we (representatives) resolved hand in issues within the school.

SKILLS

Programming Languages: Python, Java, Swift, Matlab, C/C++, HTML/CSS etc.

Tools: Tensorflow, Keras, Scikit-learn, Numpy, Google Colaboratory, Latex, Visual Studio Code, Matlab, Netbeans, IntelliJ, Pycharm etc.

REFERENCES

Available on request.
