Quazi	Irfan		
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Obj: Interested in working on problems that require fusing Computer Science and Statistics skills

## EDUCATION & SKILLS

- M.S. in Statistics from South Dakota State University Graduated on Fall '21
   B.Sc. in Computer Science from South Dakota State University Graduated on Summer '18
- Areas of Expertise: Algorithm analysis, Database, Linear Algebra, Statistical Programming, Multiple Linear Regression, Logistic Regression, Statistical Inference, Cluster Analysis, Multivariate Analysis, Bayesian Statistics

## EXPERIENCES

• Software Engineer — Querv.AI

Sept 2021 - July 2021

- Implemented Python modules to import and normalize data from multiple **REST** endpoints
- Improved task queue(Celery with Redis) runtime performance by 80% using Python green threads
- Graduate Research Robot Localization using inertial measurement sensors

Sept 2020 - Dec 2021

- Developed hardware platform with multiple inertial sensors and signal processing algorithms to estimate displacement from acceleration signal
- Researched FIR and IIR based filtering algorithms to smooth out sensor data and different numerical integration methods to integrate signal
- Implemented breadth first search path finding algorithm 🕠
- Graduate Teaching assistant

Sept 2018 - May 2020

- Developed R and SAS programming courses and contributed contents to book Learn R through examples by Dr. Xijin Ge ■
- Fixed logical, library dependency bug by decompiling Java project used for data analysis and setup Gradle build system to simplify future development
- Developed automation script to grade x86 Assembly programs and implemented Jaro-Winkler string distance algorithm to successfully detect similar assignment submissions •

## Projects

- Data Analysis
  - Analyzed data sets using Multiple Linear Regression using R and statsmodels Python library
  - Researched about Feature selection, Model selection and Model validation using different techniques
  - Addressed multicollinearity problem using Variation Inflation Factor, Ridge and LASSO
  - Built classifier for **high dimensional dataset** using dimension reduction technique (principal component analysis) and linear discriminate analysis
- Built multiple classifiers using scikit-learn machine learning library
- Built data visualization web application using Flask, Pandas and Plotly(Javascript) and deployed it on a Google Cloud Linux VM behind Nginx reverse proxy.
- Studied SQL and developed a Java desktop app that dynamically generates UI frontend from SQL DB metadata
- Researched and Implemented Particle Swarm Optimization algorithm and its variants in Julia and Python O
- Implemented backtracking algorithm to calculate Schur's number Implemented backtracking algo
- Implemented Markov chain Monte Carlo in R and C++ to calculate posterior probability distribution •
- Implemented assembler for SIC-XE instruction set in Java 🔾
- Developed 2d Asteroid like game using Java 2d that features AABB collision detection Developed 2d Asteroid like game using Java 2d that features AABB collision detection
- Undergraduate Research Built 3d game interface and motor driven Virtual Reality gloves connected to the game via socket to track finger movement; Research blog 🗷
- Organized multiple ACM seminars on Git & Github; Reported bugs on Unity3d, IntellijIDEA and jMonkeyEngine

## Publications & Awards

- \$5,000 Bennett Undergraduate Electrical Engineering Summer 2017 Research Fellowship
- Building an exoskeleton glove on virtual reality platform Irfan, Q., Jensen, C., Ni, Z., & Hietpas, S. (2018, May)
- Inertia Measurement Unit-Based Displacement Estimation via Velocity Drift Compensation Using Ordinary Least Squares Method Irfan, Q., Ciarcia M., & Hatfield G. (2022, May)