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## Work Experience

- Nov 2021 – **Data Science Research Internship**, *Miele*, Gütersloh, Germany.
- Sep 2022
- Successful completion of master thesis as part of the internship. Similar to customer segmentation, the goal of the thesis is to find usage pattern based on different characteristics (e.g. when a device is used, how much it is used etc) from Miele IoT data
  - Business understanding of the IoT data and exploratory analysis of it using Python, Pandas, PySpark, SQL, Seaborn etc
  - Data preparation and feature engineering on said data to create a suitable dataset using Apache Spark, Databricks in Microsoft Azure Cloud environment
  - Development of a method and criterion validate the robustness of the clustering result similar to cross-validation using temporal features of the dataset
- Oct 2019 – **Research Assistant (part-time)**, *CITEC (Bielefeld University)*, Bielefeld, Germany.
- May 2020
- Understanding the paper 'Modularization of End-to-End Learning: Case Study in Arcade Games'
  - Improvement of the adhoc code implementation and integration of the RAINBOW algorithm from OpenAI
- Jun 2018 – **Student Assistant (part-time)**, *Fraunhofer IEM*, Paderborn, Germany.
- May 2020
- Analysis the business and research aspects of the DigiKAM project requirements and translating them technical tasks/issues
  - Use of game networking approaches to create a collaborations platform that enables video call with with real-life and augmented components (AR) together (mixed reality) into one using Unity, Blender, MRTK, Vuforia in Hololens 2
- Oct 2015 – **Software Engineer (full-time)**, *Vizrt Bangladesh*, Dhaka, Bangladesh.
- Sep 2017
- Using C++ and Qt with Visual Studio, worked mainly in the product 'Viz Libero' and then in 'Viz Arena'. Responsibilities included implementing new features, and fixing bugs according to agile methodologies
  - As part of 'Core Team', improvement of the core dependencies of Viz Libero, Viz Arena, and Viz Eclipse
  - Integration of unit testing by adding GoogleTest framework in existing codebase
  - Implementation of a web version of 'Viz Libero' using Python as a proof of concept
- Jun 2014 – **Game Developer (part-time)**, *Pechas Game Studios*, Dhaka, Bangladesh.
- May 2015
- Development of mobile games for Android and iOS using Unity, C# and Git

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## Education

Oct 2017 | **Master of Science in Intelligent Systems**, *Bielefeld University*, GPA: 1.5,  
Nov 2022 *Bielefeld, Germany*.

Apr 2011 | **Bachelor of Science in Computer Science and Engineering**, *Ahsanullah*  
Aug 2015 *University of Science and Technology*, GPA: 3.3, *Dhaka, Bangladesh*.

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## Skills

Programming C++, Python, Scikit-Learn, PySparks, Pandas, Databricks, OpenAI, PyTorch,  
Unity, C#, MRTK, Vuforia, Qt, Google Test, Java

Others Git, Mercury, Machine Learning, Reinforcement Learning, JIRA

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## Projects

**Analysis of acoustic data in AMiRo platform**, *Signal analysis, C++, C, ChibiOS*.

Implementing a software interface to retrieve data from a microphone (SPH0645LM4H) via I2S protocol to an embedded device and transforming audio input to light and motion output. This was done as a group project for my masters program.

**Anomaly Detection**, *Java, Eclipse, CMUSphinx*.

Defining and detection of anomalies in voice to detect emergencies e.g. stroke for a research project called 'Smart Mirror'. This was done as a group project for my masters program.

**Nod detection**, *C++, SVM*.

To figure out what nods are in terms of features and detect them with SVM as part of "GazeTool" research software. This was done as a group project for my masters program.

**Smoking Bad**, *Unity, Blender, Kinects*.

This was our Imagine Cup 2015 game project  
[https://youtu.be/FGSfYkBN\\_S0](https://youtu.be/FGSfYkBN_S0)

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## Awards and Certificates

**Imagine Cup 2015 : Game Category National Champion, 2015.**

Imagine Cup is a global student technology program and competition from Microsoft  
Microsoft

**Imagine Cup 2014 : Game Category National Champion, 2014.**

Microsoft

**Neural Networks and Deep Learning by deeplearning.ai, Jul 2019.**

Coursera

**A Crash Course in Data Science by Johns Hopkins University, Aug 2018.**

Coursera

**Machine Learning by Stanford University, Jul 2018.**  
Coursera