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Education

Bangladesh University of Engineering and Technology (BUET)

Dhaka, Bangladesh

April 2018 - Present

B.Sc. in Computer Science and Engineering

· Currenly in 3rd Year

• CGPA: 3.86/4

Skills

Programming Languages C++, Python, Java, C#, Go

Frameworks TensorFlow, Keras, PyTorch, Django, JavaFx

Database Oracle

Tools Git, Bash, Docker

Research

Short Text Stream Clustering

Submitted to SIGIR 2022

Supervisor: Dr. Shubhra Kanti Karmaker (Auburn University)

May 2021 - Jan. 2022

• We proposed a new method called One Pass Sentence Embedding Clustering (OPSEC) - an online one-pass algorithm that leverages similarity scores based on sentence embeddings to cluster short texts. Experiments with popular benchmark data-sets demonstrate that sentence-embeddings can outperform existing state-of-the-art short text stream clustering methods in terms of clustering accuracy and quality.

Application and Interpretation of Ensemble Methods for Darknet Traffic Classification

Supervisor: Md. Toufikuzzaman (BUET)

Dec. 2020

- We successfully applied ensemble machine learning methods on the recently published CIC-Darknet2020 dataset to distinguish Darknet traffic apart from the Benign ones (with 98% accuracy) and further identify the type of application running beneath the Darknet traffic (with 97% accuracy)
- Besides, we adopted a game-theoretic approach to show the impact of the features and interpret the output of the machine learning models to better understand the behavior of the Darknet traffic.

Work Experience _____

ICT Cell, BUET Part-time

Software Developer Dec. 2021 - Present

· Creating a custom software to make advance payment for the office of Directorate of Advisory, Extension and Research Services (DAERS)

Xu Lab, Carnegie Mellon University

Remote

Research Intern

Jan. 2022 - Present

• Working on biomedical image segmentation

Big Data Intelligence (BDI) Lab, Auburn University

Remote

Research Intern May 2021 - Jan. 2022

· Worked under Shubhra Kanti Karmaker, Assistant Professor, Auburn University, Alabama on Short Text Stream Clustering

Unilever Part-time

BizLearner (Machine Learning), Unilever Forecast Engine

Nov. 2021 - Dec. 2021

· Worked with a team that developed a new sales forecasting model for Unilever Bangladesh

Other Experience

Kaggle zarif98sjs **Z**

Competition Medalist Dec. 2020 - Present

- · Working on real life ML and DL problems, by collaborating with people all over the world
- Silver Medalist, G2Net Gravitational Wave Detection: Worked on finding Gravitational Wave signals from the mergers of Binary Black Holes
- Top 12 %, Shopee Price Match Guarantee: Applied machine learning to build a model that predicts which items are the same products
- Top 12 %, Rock, Paper, Scissors: Used Reinforcement Learning to create an AI for the famous Rock, Paper, Scissors game
- **Top 14** %, *Cassava Leaf Disease Classification*: Classified Cassava Leaf Disease, which helps farmers to quickly identify diseased plants, potentially saving their crops before they inflict irreparable damage

Upwork

Freelance Machine Learning Developer

Sep. 2021 - Present

• Working as a freelance Machine Learning Developer, solving problems for clients

Projects

MooBot ☑

Python, Discord API, Graph API

April. 2021

• Created a notification system for Moodle. Moodle doesn't come with built-in notification system. So I created one, synced with a discord bot. This helped my fellow university students to get quick notification from Moodle

Yet Another C Compiler

Flex, Bison, Compiler Design

March. 2021

• Made a subset C Compiler using flex and bison. Also implemented a lot of compiler code optimization

innOcity 🗹

Web Development, Database, Django, Oracle

Dec 2020

· Created a hotel booking platform using Oracle database and Django framework

T-Rex On Mars 🗗

Unity Game Engine

Aug. 2020

· Recreated the old classic game T-Rex from scratch using Unity

Durbeen 🗹

JavaFx , Java

Jan. 2019

· Created a visual programming platform for kids in my mother language Bangla. Highly inspired from MIT's Scratch

Game of Pawns ✓

OpenGL, iGraphics, C++

Aug. 2018

• Implemented multiplayer, single player and blitz mode using iGraphics Library and a custom mini chess algorithm for the single player mode

Honors & Awards _____

Silver Medal **G2Net Gravitational Wave Detection Competition** Kaggle **Dean's List Award** Received Dean's List Award in all terms **BUET University Merit Scholarship** Received University Merit Scholarship in 2 terms **BUET** Rated 1900+ CodeChef CodeChef **Finalist** CodeSamurai: 2019 Dhaka University BUFT CSF Festival **First Runners Up** Hackathon on Cloud Computing