MD. ZAHIDUL HASAN

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EDUCATION

University of Dhaka

Dhaka, Bangladesh

Degree: Bachelor of Science, in Computer Science and Engineering

January 2015 - January 2019

Research Interests

Artificial Intelligence , Machine Learning , Reinforcement Learning , Deep Learning , Representation Learning Optimization Theory

PROFESSIONAL EXPERIENCE

BRAC University

Dhaka, Bangladesh

Lecturer

September 2019-Present

- Served as a theory-coordinator of various multi-section courses.
- Taught Advanced Graph Theory and the course was open to both graduate and undergraduate students.
- Single-handedly launched and developed the course contents and syllabuses of the following new courses: *Advanced Graph Theory, Advanced Algorithms, Graph Theory.*
 - Created course materials for a lot of other courses such as Linear Algebra, Machine Learning etc.
 - Revised the syllabus and augmented new course materials to Data Structures, Machine Learning etc.
- Created animated video tutorials for *Data structures* using the Python Manim library developed by Grant Sanderson.

Courses Taught: CSE422: Artificial Intelligence CSE427: Machine Learning CSE708: Advanced Graph Theory CSE426: Advanced Algorithms MAT216: Linear Algebra & Fourier Analysis CSE220: Data Structures CSE230: Discrete Mathematics MAT324: Graph Theory

Samsung R&D Institute, Bangladesh

Software Engineer I

Dhaka, Bangladesh April 2019 - August 2019

- I worked in a team in the Deep Learning sector. I implemented object detection architectures like YOLOv3, RCNN, fast-RCNN and faster-RCNN from scratch using TensorFlow to detect company logos from images.

SCHOLASTIC AWARDS AND ACHIEVEMENTS

International Mathematical Olympiad 2013	Santa Marta, Colombia
- Received Honorable Mention among 527 participants from 97 countries	July 2013
Asian Pacific Mathematical Olympiad 2013	Dhaka Bangladesh
- Received Bronze Medal among 307 participants from 34 countries	March 2013
Bangladesh Mathematical Olympiad	Dhaka Bangladesh
- Became the national champion of the champions	February 2011
- Secured the 3rd, 4th and 3rd positions respectively in	2012, 2013, 2014
$4 th\ position\ among\ 120\ teams\ in\ North\ South\ University\ Inter\ University\ Programming$	Contest 2016
5th position among 98 teams in MBSTU Inter University Programming Contest	2016
6th and 11th position among 117 teams in IUT ICT FEST $\ \ldots \ \ldots \ \ldots \ \ldots$	2017, 2016
7th position among 150 teams in CUET Inter University Programming Contest $\ \ldots \ \ldots$	2017
10th position among 150 teams in ACM ICPC Dhaka Regional Contest in $\ \ldots \ \ldots \ \ldots$	2017

12th position among 161 teams in SUST Inter University Programming Contest

VOLUNTEERING

Mymensingh Parallel Math School

Sole Instructor and Administrator

Bangladesh Mathematical Olympiad

Trainer and Mentor

International Mathematical Olympiad 2021

Saint Petersburg, Russia Observer A July 2021

- I hosted the virtual 62nd IMO in Bangladesh locally due to the mass lockdown during the Covid-19 pandemic. **BRAC University Competitive Programming Community** Dhaka, Bangladesh

Trainer and Coach August 2022 - Present

NOTABLE PROJECTS

Mathematical Animations For Data Structures

2020

Mymensingh, Bangladesh

August 2012 - July 2013

Dhaka, Bangladesh March 2015 - Present

- Learnt the Python Manim Library developed by Grant Sanderson and created video lectures for Data Structures in the semester of Summer 2020. The playlist can be found here and the codes can be found here.

Bengali Spell Checker and Named Entity Recognizer

2017

- Created an online context-insensitive Bengali spell checker that uses Levenshtein distance and Burkhard-Keller tree to continuously learn better spellings of words and designed a named entity recognizer using Hidden Markov Models to predict parts of speeches within a sentence with 81 percent accuracy.

PetWorld 2017

- Designed and implemented a retail shop website along with a social media portal for selling pet and pet products using Django, Javascript and AJAX.

Archery 2015

- Implemented a single player two level archery game using Borland Graphics Interface where targets and birds show up arbitrarily and the user has to shoot them. The trajectory of the arrow is a parabola.

TECHNICAL SKILLS

Languages and Tools: C/C++, Python, Javascript, SQL, LATEX

Frameworks and Libraries: TensorFlow, PyTorch, Keras, Django, Scikit-Learn, NLTK

Problem Solving: https://leetcode.com/zadid_hasan/ [Solved more than 600 medium and hard algorithmic and

data structure intensive problems]

REFERENCES

Mahbubul Alam Majumdar

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