

# RIDHWANUL HAQUE

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## EDUCATION

- 
- King's College London - BSc Computer Science with Intelligent Systems** **Sept 19 – Jun 22, London**
- Expected 1<sup>st</sup> Class (84).
  - Modules: Programming Practices (81), Data Structures (96), Software Engineering (78), Practical Experiences.
- Earth House Alternative** **Jun 14 – Jun 18, Dhaka**
- **IAL** – A\* in Mathematics, A\* in Chemistry, A in Physics.
  - **IGCSE** – A\* in Math, Pure Math, ICT, Physics & Chemistry, A in Economics & Bengali.

## EXPERIENCES

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- KCL Machine Learning – President** **Jul 20 – Present, London**
- Organized workshops and events virtually by collaborating with some of the largest societies here.
  - Led projects related to machine learning for providing hands on experience to students.
- KCL Machine Learning – Tech Associate** **Oct 19 – Jul 20, London**
- Trained GANS and GPT-2 models & scraped data for cocktail recipes and bot writer using Python.
  - Prepared events to teach python and ML for over 50 people.
- Zultan – Full Stack Developer & Co-Founder** **Jan 19 – Sept 19, Dhaka**
- Zultan connects shops and customers online, giving shops virtual place to increase sales.*
- Developed & deployed Django & React web app on Heroku with the team of 4.
  - Compressed image sizes to KB from MB for faster loading from AWS S3 using Python.
- FOSSASIA – Open Source Contributor (Student Member)** **Nov 16 – Jan 17, Dhaka**
- Improved localization & UI of Open Event's android app by adding Bengali and fixing Tab Layout.
  - Awarded finalist in GCI 2016 for completing over 40 significant tasks.

## ACHIEVEMENTS

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|--|---|-------------|
| <b>Credit Suisse's Global Coding Challenge</b>       | Ranked top 20 over 1000 participants in UK.           | <b>2019</b> |
| <b>Scholastica Inter-school Informatics Olympiad</b> | Achieved 1st place amongst 100s.                      | <b>2018</b> |
| <b>BACS High School Programming Contest</b>          | Awarded 5th place regionally in Dhaka over 100s.      | <b>2018</b> |
| <b>Bangladesh Olympiad in Informatics</b>            | Ranked 10th nationally from selected 85 participants. | <b>2018</b> |
| <b>Google Code-in</b>                                | One of the 85 finalists out of over 1300 students.    | <b>2016</b> |
| <b>International Assessments for Schools</b>         | Gold medalist in computer skills as country topper.   | <b>2014</b> |

## PROJECTS

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- Marathon Draw, Group Work** **2020**
- Built a web based multiplayer Pictionary game where AI guesses using Python and JS with a team of 5.
  - Trained a classification model with over 75% accuracy using Keras on a subset of Quickdraw's dataset.
- Automated Flappy Bird, Individual Work** **2020**
- Implemented Q-learning & Genetic Algorithm using NumPy to train a Pygame bot.
  - Both algorithms led to bots that scored over 500 points which is 5 times greater than my average score.
- Aggregate Sieve Analysis, Individual Work** **2019**
- Reduced the time by almost 1/3 for determining quality factors of sand by creating an android app using Java.
  - Visualized the measured sieve weights graphically by drawing logarithmic scaled graphs in the app.
- Spark, Group Work** **2018**
- Led team of 5 developers to build a crowdfunding platform using Django
  - Applied agile project management using GitHub features to reduce conflict and assign tasks evenly amongst us.

**Top Skills:** Python, Django, Web Development, Machine Learning, Deep Learning, Reinforcement Learning, PyTorch

**Intermediate:** Java, JavaScript, React, Git, Android Dev, SQL, Heroku **Beginner:** DevOps, AWS, C/C++, Keras

**Interests:** Educating students with difficulties, E-Learning, Nutrition, Religious Studies