



Syed Jarullah Hisham

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Profiles

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Skills & Explorations

Language

C, C++, Java, Python, JavaScript, TypeScript

Web

React, NextJs, Sass, Bootstrap, NodeJs

DataBase

Oracle, SQL, MongoDB, Postgres, Prisma, GraphQL

ML

Numpy, Pytorch, DRL, gym, unity-ml, stable-baseline3

Networking & Security

Cryptography, Open5gs, UERANSIM, 5GReplay, NS2

Certifications

React

Udemy

April 2022

certificate

NextJs

Udemy

May 2022

certificate

Deep Reinforcement Learning

Hugging Face

July 2024

certificate

Java

Udemy

April 2020

certificate

Javascript

Udemy

May 2021

certificate

Achievements

Top Project

Software development course project HallSync recognized as one of the top 5 projects

Dean's List

2 times for academic excellence

Experience

IQVIA

Software Development Engineer 1

IQVIA

July 2024 - Present

Dhaka, Bangladesh

Currently Working as Software Development Engineer 1 at 'Data Explorer' team

ERA-InfoTech Limited

Virtual Intern

Github Link

April 2023-May 2023

Paltan, Dhaka

- Developed a project called Business Analytics Transaction Clustering
- Categorized customer narrations at the time of transactions and analyzed the behaviour of customers based on the categorization
- Used unsupervised learning algorithms and NLP

Education

Bangladesh University of Engineering & Technology

Computer Science and Engineering

CGPA-3.82

April 2019-July,2024

B.Sc.

Rajuk Uttara Model College

Science

GPA 5

2011-2018

SSC & HSC

Projects

DRL-Renegades-Game-Bots

github link

May 2024-Present

A collection of my implemented RL agents for games like Pacman, Super-Mario-bros, Montezuma, Kungfu-master, Soccer, VizDoom, Pong, SpaceInvaders, Frozenlake, Taxi, Pixelcopter and a lot more by implementing various DRL algorithms using gym, unity-ml, pygame, sb3, rl-zoo, pandagym and sample factory libraries

NeurIPS - Machine Unlearning

github link

Dec 2023 - Feb 2024

- Machine Unlearning, a field that aims to eliminate the influence of specific data points from existing models
- Addressed the challenge of removing user data from trained AI models to ensure privacy compliance. This aligns with the growing emphasis on the "right to be forgotten" in AI regulations

Robo-Chess

Github

June 2024-August 2024

Robo-Chess, a comprehensive repository dedicated to developing chess engines using a variety of **Deep Reinforcement Learning** techniques. This repository includes multiple projects, each focusing on different solutions of chess AI, from self-play imitation learning or endgame solving with deep Q-networks to Modified AlphaZero Algorithm implementation. It also adds solution to a kaggle chess competition

HallSync

github link

Jul 2023 - Oct 2023

- An advanced university hall management system with features like automated seat application management, smart meal management, advanced statistics generator, complaint management etc.
- A full demo of all the features presented here: [Full demo](#)

UniConnect

github link

Nov 2021 - Feb 2022

- An intra university social network which connects teachers and students in an organized way.
- It works based on various groups where the members can discuss various matters through posts, comments, replies and even upvote or downvote any post, comment or reply

RSA Cryptography Fx

github link

Jul 2020

- This Javafx application is a Java implementation along with Jupyter Notebook of various methods needed for the RSA Cryptography using NUMBER THEORY algorithms
- Implemented features like Random Prime Generator, Big Multiplication, String-ASCII Conversion, RSA Encryption-Decryption, RSA attacks - Common Divisor attack and Hastad attack etc.

Digital Logic Simplification Tool

github link

Oct 2021

- Digital logic tool which simplifies boolean expressions (In both SOP and POS form) and also find all PRIME IMPLICANTS, ESSENTIAL PRIME IMPLICANTS based on given minterms/ maxterms and don't cares
- Implemented using KMap and tabulation method (Quine-McCluskey Method)

Research

Automated Vulnerability Detection through 5G Specification

Analysis using LLM

Undergrad Thesis

May 2023 - Present

- Vulnerability Detection in Network specification needs significant human effort. So, the purpose of this project was to automate this detection process without using human effort. Another major purpose was to see whether LLMs like GPT-3 or GPT-4 can be used here.
- Tools used - GPT-3, GPT-4, Open5gs, UERANSIM, 5GReplay, Scapy