

MD ABU SAYED

+1(775) 447-2701 ♦ Reno, NV

msayed@unr.edu ♦ [linkedin.com/in/sayedcseku](https://www.linkedin.com/in/sayedcseku) ♦ sayedcseku.github.io

OBJECTIVE

Seeking a machine learning engineer internship to apply advanced research experience and technical expertise in ML/DL to solve real-world challenges and contribute to innovative solutions.

EDUCATION

University of Nevada, Reno

Expected: Dec '25

Doctor of Philosophy in Computer Science and Engineering

- *Major Courses:* Introduction to Machine Learning, Fundamentals of Deep Learning, Stochastic Deep Learning, Mass Detection in Mammograms, Advanced Bioinformatics, Autonomous Mobile Manipulation, etc.

University of Nevada, Reno

'21 - '23

Master of Science in Computer Science and Engineering

- *Thesis:* Threatmap: A Framework for Enhancing Security Awareness and Decision-Making for Naval Agents

SKILLS

Programming

Python, C/C++ (Proficient), Java, C#

Machine Learning and Computer Vision

OpenCV, Keras (Proficient), Tensorflow, Pytorch, MATLAB

Simulation/Game

Unity, C#, Python

Web Development

PHP, MySQL, JavaScript, SQL

RESEARCH AND PROJECTS

Threatmap: Framework for Enhanced Naval Security Awareness

Unity, Shader, Python

- Designed and implemented a real-time framework to enhance situational awareness and threat prediction for naval agents using machine learning algorithms.

- Designed realistic agent models that include systems for sensing and defense and their structured coverage areas.

- *Published in Proceedings of the Conference on Harbor, Maritime and Multimodal Logistic Modeling & Simulation.*

NavySim: Multi-Vessel Simulation and Analysis Engine

Unity, C#, Shader, Python

- Created NavySim, a simulation engine for advanced naval research, enabling analysis and modeling of multiple vessels in complex scenarios.

- Utilized HMMs, LSTMs, Threatmap, and other intent recognition algorithms to provide real-time prediction of vessel intent in the presence of coordinated groups/swarms of adversarial ships/boats.

- *Published: IEEE Conference on Games '24 and under-review: IEEE Transactions on Games, CASE'25.*

Retinal Blood Vessel Segmentation

Matlab

- Implemented models integrating supervised and unsupervised learning techniques to increase segmentation precision.

- Designed Local Haar Pattern descriptor to extract features that can act to encode ad-hoc domain knowledge.

- *Published: IET Image Processing'20 journal and AIME'19, IbPRIA'19 conferences.*

Dynamic Resource Allocation and Risk Minimization in Maritime Environments

Unity, C#, Python

- Developed a novel Genetic Algorithm based resource allocation framework for ship security focusing on visual analytics and multi-objective optimization.

- Conducted an extensive evaluation of resource allocation techniques in complex, real-world maritime scenarios.

- *Published: ICINCO'23, Under Review: ICINCO Lecture Note Series.*

Fusion of Multimodal Mammogram Views to Detect Breast Cancer

Tensorflow, Pytorch, [GitHub](#)

- Used graph convolution to learn to reason bilateral and ipsilateral views of the breast and detect mass.

- Introduced a geometric architectural distortion data augmentation scheme to reason temporally to localize changes in breast mass and calcification.

PROFESSIONAL EXPERIENCE

Graduate Research Assistant

Aug '21 – Present

University of Nevada, Reno

Reno, NV

- Developed a framework to: 1) design a more realistic agent model that includes systems for sensing and defense and their structured coverage areas, 2) recognize intent in the presence of coordinated groups/swarms of adversarial agents, 3) enable detection of both overt and deceptive intent, and 4) provide recommendations for actions that minimize/reduce potential threats.
- Developed a Unity-based naval simulator for generating complex scenarios, enabling preliminary testing of concepts and algorithms that can subsequently be applied to navy vessels.
- Worked closely with a naval security company to validate and deploy models in water boats.
- *Future Direction*: Intent Recognition in Human-Robot Collaboration space

Graduate Teaching Assistant

Aug '21 – Present

University of Nevada, Reno

Reno, NV

- CS 477/677: Analysis of Algorithms [Fall 2021, Spring 2022, Fall 2024]
- Grading and Assisting with homework, exams, and/or written assignments
- Holding office hours and meeting with students

Lecturer

Jun '19 – Jul '21

The Millennium University

Dhaka, Bangladesh

- *Instructed courses*: Structured Programming, Data Structure, Artificial Intelligence & Neural Networks, etc.
- *Responsibilities*: Lecture planning, taught and instructed courses, assessing students, holding office hours, invigilating examinations, supervising application development projects, etc.

RESEARCH INTEREST

Machine Learning, Deep Learning in Intent Recognition, Human-Robot Interaction, Medical Image Analysis, Computer Vision, etc.

EXTRACURRICULAR ACTIVITIES

Graduate Student Association | Council Member

Feb '24 - Present

- **Chair** of the *GSA Awards Committee*
- Representing the College of Engineering at GSA as a council member
- Serving in the *Funding and Community Relation (FCRC), Service Committee*

International Students Club | Vice President

May '23 - Present

- *Night of All Nations*: Arranged one of the biggest multicultural events at UNR facilitating 32 countries and attracting around 600 people
- *Monthly Meetup*: Arrange monthly fun events for international students to socialize
- *GSA Club*: Keeping the standard for a Graduate Student Association recognized club

Google Developer Group Campus | Co-Lead

Aug '24 - Present

- Organized the DevFest in collaboration with GDG Reno in Nov '24.
- Around 30 students and developers signed up for our very first event.

MOOCS & TRAININGS

[Deep Learning Specialization \(5 Courses\) by Andrew NG](#)
[Mathematics for Machine Learning Specialization](#)
[Generative Adversarial Networks \(GANs\)](#)

DeepLearning.ai, Coursera
Imperial College, London; Coursera
DeepLearning.ai, Coursera