Apurbo Biswas

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Objective

Undergraduate CSE student at AIUB focused in trustworthy and efficient AI systems. Author of three scholarly publications and active reviewer for IEEE Access, PLOS ONE, and IGI Global. Experienced in developing real-time machine learning and deep learning solutions across computer vision, NLP, and predictive modeling.

EDUCATION

B.Sc. in Computer Science and Engineering

American International University–Bangladesh (AIUB)
Expected Graduation: May 2026 | Current CGPA: 3.86/4.00

CERTIFICATIONS

• Machine Learning Certification – Future Interns (2025)
• IT Essentials: PC Hardware and Software – Cisco Networking Academy (2023)
• Basics of Machine Learning Algorithms – UniAthena
• Project Management Foundations: Requirements – LinkedIn Learning
• Build a Free Website with WordPress – Coursera

PUBLICATIONS

• Domain-Specific NLP for Personalized Radiation Treatment Pathways with LLM,
  IEEE WIECON-ECE 2025, Cox's Bazar, Bangladesh.

• A Hybrid Deep Learning Framework for Real-Time Traffic Risk Prediction and Safety Enforcement,
  IEEE QPAIN 2026.

• Securing the Future: Enhancing Cybersecurity and Resilience in Digital and Software Supply Chains,
  IGI Global Book Chapter .

REVIEWER EXPERIENCE

• Reviewer, IEEE Access

• Reviewer, PLOS ONE

• Book Chapter Reviewer, IGI Global

PROJECTS

• AI-Powered Virtual Mouse (Python, OpenCV, MediaPipe, Speech Recognition)

  - Built a multimodal HCI system using hand gestures and speech.

  - Integrated computer vision pipeline for robust tracking.

• Sales Forecasting with Prophet (Python)

  - Designed predictive model for sales using Facebook Prophet.

  - Evaluated seasonal trends and forecasting accuracy.

- DhakaConnect – Bus Route Navigation System (C#)
  - Built application to map Dhaka's bus routes with connectivity.
  - Planned extension with Dijkstra/A* shortest-path algorithm.
- VirtuAdopt – Virtual Pet Adoption (Java)
- OOP-based interactive simulation system.
  - GUI (Java Swing) with file-based storage.
- The Epilogue of Education (C++, OpenGL)
  - Multi-scene OpenGL animation visualizing education's transformation.Applied transformations, transitions, and graphics pipeline concepts.

TECHNICAL SKILLS
- Languages: Python, Java, C++, C#, C
- Frameworks & Tools: OpenCV, MediaPipe, Prophet, TensorFlow (basic), Google Colab, Arduino Other Tools: GitHub, SQL, WordPress, Microsoft Office, Tableau (basic)
- Core Competencies: OOP, Computer Vision, Forecasting Models, Intelligent Systems, Software Engineering

AWARDS & HONORS
- Dean's Award – AIUB (Fall 2024–25 & Spring 2023–24)
- Consistent A+ record throughout JSC, SSC, and HSC

RESEARCH INTERESTS
Artificial Intelligence, Machine Learning, Computer Vision, NLP, Trustworthy and Efficient AI Systems