

Ishrak Hamim Mahi

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Career Objective

Computer Science graduate with highest distinction having professional exposure in Software Quality Assurance and Game Development. I aim to contribute as a Lecturer by leveraging my industry experience at **Therap (BD) Ltd.** and **Future Studios Bangladesh** to deliver industry-relevant instruction. I am dedicated to student mentorship and research in machine unlearning, deep learning, and privacy-preserving AI.

Education

BRAC University Dhaka, Bangladesh
B.Sc. in Computer Science CGPA: **3.88/4.00**
Graduated with Highest Distinction (Summa Cum Laude equivalent) October 2025

Research Experience

Undergraduate Thesis — *Machine Unlearning for Class Removal through SISA Based DNN Architectures*

Supervisor: Dr. Farig Yousuf Sadeque, Assistant Professor, Department of CSE

- Engineered a machine unlearning framework utilizing SISA (Sharded, Isolated, Sliced, Aggregated) architecture to facilitate efficient and targeted data deletion in deep neural networks.
- Investigated methodologies to reduce computational overhead for specific class removal while strictly preserving the predictive utility and performance of the remaining model.
- Addressed critical data privacy concerns and legal "Right to be Forgotten" requirements by enabling granular data removal without full retraining cycles.
- Publication:** Published on [arXiv](#) and preprint in preparation for international conference submission.

Research Interests

- Machine Unlearning
- Privacy-Preserving AI
- Image Processing
- Deep Learning
- LLMs
- Bioinformatics

Teaching Experience

Student Tutor — CSE220: Data Structures Fall 2024 – Summer 2025
Department of Computer Science and Engineering, BRAC University

- Collaborated closely with lab faculties to conduct weekly data structure labs, facilitating hands-on learning sessions for students.
- Managed the administration and proctoring of weekly quizzes while systematically evaluating quiz scripts and assignments to provide technical feedback.
- Provided dedicated consultation hours to clarify complex theoretical concepts and offer guidance on assignment-specific logic and debugging.

Instructor — Machine Learning Fundamentals Fall 2025
Residential Semester (RS) Co-Curricular Course, BRAC University

- Developed and delivered a comprehensive curriculum covering Python programming, Exploratory Data Analysis (EDA), and foundational Machine Learning concepts.
- Provided in-depth instruction on supervised and unsupervised learning algorithms, focusing on the practicalities of model training and performance evaluation.

Teaching Interests

- Data Structures
- Software Engineering
- Machine Learning
- Algorithms
- System Design
- Image Processing
- Operating Systems
- Artificial Intelligence
- Natural Language Processing

Industry Experience

Associate Software Engineer, QA — Therap (BD) Ltd.

April 2026 – Present

- Executing rigorous manual testing protocols to identify edge cases and ensure high UI/UX consistency across complex enterprise-level healthcare software modules.
- Designing and maintaining automated testing scripts to optimize regression testing cycles, resulting in significantly improved deployment efficiency and system reliability.
- Collaborating with cross-functional development teams in an Agile environment to document defects, verify technical fixes, and ensure overall system stability.

Intern Unreal Engine Developer — Future Studios Bangladesh

Feb 2026 – March 2026

- Gained comprehensive insight into cross-team game development workflows while mastering the basics of Unreal Engine and the Blueprint visual scripting language.
- Developed functional demo games, including an endless runner and a first-person shooter, to prototype core mechanics and environment logic.
- Applied Object-Oriented Programming (OOP) principles and multi-threading concepts to optimize game logic and performance within 3D environments.

Academic Projects

1. Cancer Classification using Genotype and Phenotype Data

- Developed a machine learning classification pipeline combining high-dimensional genotype and phenotype features, utilizing PCA for optimized dimensionality reduction.

2. Student Placement Prediction System

- Created a predictive system using classical ML algorithms to forecast student placement outcomes, deployed as an interactive web application via Streamlit.

Leadership & Activities

General Secretary — BRAC University Computer Club (BUCC)

2025 – 2026

- Spearheaded club operations and strategic planning for technical workshops, programming contests, and hackathons while leading diverse logistics teams.
- **Advisor** : Mr. Annajiat Alim Rasel, Senior Lecturer, Department of CSE

FYAT Mentor — Office of Academic Advising (OAA)

Summer 2024 – Spring 2025

- Mentored a group of freshmen students, "Gemini," to facilitate their transition into university life and provide guidance for academic success.
- **Advisor** : Md. Saif Kabir, Senior Lecturer, Department of EEE

Achievements

Runner-up — AUST MindSparks 2024 (National Business Case Competition) (Organizer : AUST IDC)

Finalist — CodeSparks (Competitive Programming Contest) (Organizer : IEEE BRACU CS SBC)

Technical Skills

Programming Languages: C, C++, Python, Java, JavaScript, PHP, LaTeX

ML & AI Frameworks: TensorFlow, PyTorch, Scikit-Learn, LangChain, LangGraph

Data Engineering: NumPy, Pandas, Matplotlib, Seaborn, OpenCV

Development Tools: React, Node.js, Express.js, MongoDB, Docker, FastAPI, Git, Linux

References

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