Agib Mahfuz 561-843-8033 | aqib.mahfuz@gmail.com | LinkedIn | Github | Personal Website | U.S. Citizen

I'm a software engineer with strong foundations in theoretical and applicative AI/ML in addition to plenty of web development experience. I've acquired a variety of skills over 6+ years from working in several fast-paced environments, both in industry and research settings. I find equal joy in teaching as I do in learning about new concepts and the latest technologies. I'm eager to be a part of the next wave of cutting-edge innovation.

Education

University of Oxford

Master of Science in Advanced Computer Science

- **GPA**: 4.00/4.00 (Distinction)
- Projects:
 - * PSyDUCK: Perfectly-secure Steganography via Diffusion models Using Construction Keys (code)
 - * Readout Optimization for Multigraph Neural Network Classifiers (report) (code)
 - * Variational Continual Learning with Laplacian Approximation Families (report) (code)
 - * Improving Temporal Graph Networks via Learnable Aggregation (report) (code)
 - * Enhanced Classical Quantum Circuit Simulation via Partial Stabilizer Decomposition (report) (code)
 - * Diagrammatic Quantum Solution for Linear Systems (report)
- Relevant Coursework: Geometric Deep Learning, Graph Representation Learning, Uncertainty in Deep Learning, Probability in Computing, Quantum Software, Quantum Information, Categories, Proofs and Processes

Duke University

Bachelor of Science in Computer Science and Mathematics (Double Major)

- **GPA**: 3.98/4.00 (in majors)
- Teaching:
 - * Graduate Computer Vision (Spring 2023)
 - * Design and Analysis of Algorithms (Spring 2022, Fall 2021) + Discrete Mathematics (Spring 2021)
 - * Laboratory Calculus (Spring 2023, Spring 2022, Fall 2021, Spring 2021)
- Relevant Coursework: Computer Vision, High Dimensional Data Analysis, Artificial Intelligence, Design and Analysis of Algorithms, Computer Architecture, Data Structures and Algorithms, Database Systems

Technical Skills

(Italics indicate extensive experience) Languages: Python, TypeScript, Ruby, Java, Haskell Frameworks: PyTorch, Diffusers, Pandas, React

Experience

Torr Vision Group

Student Researcher

• Designing novel steganographic schemes with generative AI under supervision of esteemed Professor Philip Torr (i.e. hiding secret messages in AI-generated images/videos to evade detection)

Epic Systems

 $Full-Stack \ Developer - Brainbow$

- Streamlined training website designed for both end-users and employees of world's largest healthcare software firm
- Spearheaded team-wide transition to modern version control system (Git), resulting in 50%+ productivity boost

Meta (FAIR Labs)

Software Engineering Intern — Droidlet

- Collaborated on Droidlet, a modular framework for rapid multi-modal agent deployment, culminating in a real-time interaction tool that facilitated visual annotation for ML pipelines
- Contributions can be found in the open-sourced codebase here

Facebook Financial

Software Engineering Intern — Payments Risk Engineering

• Designed new fraud detection immunity framework, reducing weekly losses by \$1+ million across millions of users

Feb. 2024 – Present

Oxford, United Kingdom

Jun. 2023 – Sep. 2023

Verona, Wisconsin

May 2022 – Aug. 2022 Menlo Park, California

May 2021 – Aug. 2021

Remote

Oct. 2023 – Sep. 2024

Oxford, England

Aug. 2019 – May 2023

Durham, North Carolina

Projects

PSyDUCK | *Python*, *PyTorch*

- The first perfectly-secure steganographic scheme to employ latent image and video diffusion models
- Able to encode hundreds of bytes at 99% accuracy with mathematical guarantees to be undetectable w/out keys

$\textbf{R-FR-GNN} \mid \textit{Python, PyTorch}$

- Devised new class of GNNs that infer up to 3x faster than before by cutting out certain costly readout operations
- Demonstrated both empirically and theoretically that these models perform classification tasks as well if not better than (due to not overfitting) state-of-the-art R^2 -GNNs

Laplacian Variational Continual Learning | Python, PyTorch

- Identified fundamental flaw in the underlying assumptions of the seminal "Variational Continual Learning" paper
- Devised superior approximation (Laplacian variation as opposed to Gaussian) without sacrificing any efficiency
- Reduced error rates by up to 2.5x, mitigating catastrophic forgetting by earlier continual learning models

Food Devil | TypeScript, React, Node.js, MongoDB, Python

• Led team behind crowd-sourced review website for Duke Dining locations w/ campus-wide feed + nutrition tracking

Pokémon Reborn | Ruby

• Community developer for popular fan-made game, responsible for infrastructure improvements and bug reports

Awards

Academic Competitions

- Mu Alpha Theta
 - * Calculus State, 1st place (team), 8th place (individual), 2018-19 Nationals eschewed due to costs
 - * Statistics State, 1st place (team), 3rd place (individual), 2017
 - * Pre-Calculus National, 6th place (team), 16th place (individual), 2016
- Florida Math League, 1st place (individual), 2015-19
- Palm Beach County Math Tournament, 1st place (individual), 1st place (overall), 2015

Other Recognitions

- National Merit Finalist, 2018
- National AP Scholar, 2018
- National Honor Society, 2017-19