

Abdul Kanu

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EDUCATION

Morgan State University, Baltimore, MD
Bachelor Computer Science

Enrolled: 08/2021 — Expected: 2025
Overall GPA: 3.75

EXPERIENCE

Undergraduate Research Assistant

Human-AI eXperience (HAX) Lab
Director: Dr. Naja A. Mack

Baltimore, MD
08/2023 - Present

- Assist with data processing operations for large survey research projects as part of research support.
- Write and debug code for AI models, algorithms, or simulations, using programming languages like Python.

Undergraduate Research Assistant

Distributed Research Experience for Undergraduates (DREU)
Mentor: Dr. Sameer Patil

Salt Lake City, UT
05/2024 - 08-2024

- Conducted an in-depth literature review focusing on the effectiveness of games in teaching security and privacy concepts.
- Preparing a comprehensive research paper summarizing findings and highlighting key insights and practical applications for educational game design.

PROJECTS

[Team Member] Collision Course

Technologies Used: Unity VR, C#

Baltimore, MD

- Collision Course is a VR experience designed to raise awareness about sports-related concussions by simulating the concussion experience during gameplay and displaying its symptoms.

[Team Member] Prodigy Assistant

Technologies Used: Python (Backend), React.js (Frontend)

Baltimore, MD

- Prodigy Assistant is an AI-powered application that aids students of all grade levels to keep track of their academic tasks and manage their schedules efficiently. It offers personalized recommendations, assignment reminders, a GPA calculator, and integration with popular learning platforms to streamline the organization and management of academic tasks, allowing students to prioritize their work and achieve academic success.

[Personal Project] PennyWise: Expense Tracker

Technologies Used: JavaScript, React.js, HTML, CSS

Salt Lake City, UT

- Developing a web application to help users track their expenses, categorize spending, and visualize financial habits. Implemented user authentication, expense logging, and categorization features. Working on data visualization for spending analysis and integration with a currency exchange rate API.

Personal Project Named Entity Recognition (NER) Model Development for Scheduling App

Technologies used: Python and SPACY

Baltimore, MD

- Developed a custom NER model to extract scheduling-related entities using Python and spaCy. Collected and annotated scheduling data, and trained the model to recognize dates, times, and event names. Evaluated model performance with a high Precision, Recall, and F1 Score, enhancing the efficiency of the scheduling application.

[Mentor/Team Member] CodeBears

Baltimore, MD

- The CodeBear initiative is a program aimed at closing the equity gap and preparing disadvantaged K-12 youths in the Baltimore City area by providing them with a 2-week summer boot camp at no cost, where they gain the opportunity to learn computational thinking and computer science concepts in an engaging, culturally relevant, and hands-on learning experience.

SKILLS

- **Relevant Coursework:** Intro Data Science, Data Structures and Algorithms, Discrete Maths, Intro to Game Development, Intro to Human-Computer Interaction(HCI), Database Design, Operating Systems
- **Programming:** Python, C#, HTML, CSS, JavaScript, React.js
- **Software:** Microsoft Word, Microsoft PowerPoint
- **Dev Tools:** Visual Studio Code, Unity, Google Colab, Figma