

EDUCATION:

M.S. in Computer Science, University of Southern California

December 2015

B.S. in Computer Science and Engineering, University of Nevada, Reno

August 2013

EMPLOYMENT:

Graduate Researcher

University of Southern California

Aug. 2013 - Jan. 2016

- Used computational/probabilistic models (e.g. Bayesian, HMMs) for developing efficient robot behavior
- Researched Human-Robot Interaction (HRI) with Dr. Maja Matarić in the Interaction Lab
- Worked with human subjects in research studies along with various robot platforms (i.e., NAO)
- Helped write and obtain a National Science Foundation (NSF) National Robotics Initiative (NRI) grant

Research Internship

Na. Inst. of Stds. and Tech. (NIST)

Summer 2014, 2015

- Investigated various metrics for evaluating the performance of Human-Robot Collaboration in manufacturing with the Collaborative Human-Robot Safety Project

Research Internship

NASA Ames

May 2013 - July 2013

- Evaluated the use of ARM single-board computers in transferring and manipulating Point Cloud data received directly from a Kinect; Worked with BeagleBone, BeagleBoard, Gumstix, OpenNI, Kinect, ROS, and PCL

Undergraduate Research

University of Nevada, Reno

Mar. 2011 - May 2013

- Formed, implemented (C++), and published in a peer-reviewed paper a new discrete multi-robot path planning algorithm that allowed multiple robots to move simultaneously towards their desired destinations
- Employed computer vision and various feature detection and matching algorithms for a NASA funded project on robot localization; gained experience with ARDrones, Android SDK, and Kinects

SKILLS:

Programming Languages:	C++, Python, Javascript, JQuery, HTML/CSS, Java, LaTeX, AJAX
Applications:	Adobe Photoshop, Eclipse, Visual Studios, Vim, Open GL, Open CV
Operating Systems:	Linux, OS X, Windows, Android OS, ROS
Concepts:	Artificial Intelligence, Robotics, Machine Learning

PROJECTS:

- 3D-Renderer (2015): Implemented a 3D graphics renderer that rendered coordinates of various 3D objects on to the screen. Implemented techniques such as Z-buffering, lighting, and anti-aliasing (C++, *Visual Studio*)
- Zillow App: (2015): Designed an android app, with complementary website, that enabled users to search the housing market using Zillow's API (*Java, Javascript, JQuery, Android SDK, HTML/CSS, PHP, Eclipse, Ajax*)
- DESCRY (2013): Developed, with a team, an Android App designed for General Electronics (GE) that utilized optical character recognition to continuously read and store sensor readings (*Java, Android SDK, Eclipse*)

PUBLICATIONS (PEER-REVIEWED):

- Q. Sajid, "Personality-Based Consistent Robot Behavior." In ACM/IEEE International Conference on Human-Robot Interaction (HRI) Pioneers Workshop, March 7th, 2016, Christchurch, New Zealand. (to appear)
- Q. Sajid, R. Luna, and K. E. Bekris. "Multi-Agent Pathfinding with Simultaneous Execution of Single-Agent Primitives." In the 5th Annual Symposium on Combinatorial Search (SoCS), 2012,
- A. Krontiris, Q. Sajid, and K. E. Bekris. "Towards Using Discrete Multiagent Pathfinding to Address Continuous Problems." In the Workshops at the 26th AAAI Conference on Artificial Intelligence, 2012.

HONORS, AWARDS, AND ACTIVITIES:

- National Physical Science Consortium (NPSC) Fellow, supported by the National Institute of Standards and Technology (NIST), Nationally competitive \$20000 fellowship for graduate students, 06/2014-01/2016
- NASA Experimental Program to Stimulate Competitive Research Award, \$6000, 12/2011-06/2012
- Nevada NASA Space Grant Consortium Undergraduate Scholarship, \$5000, 08/2011-05/2012
- Invited to present at the Fifth Annual Symposium on Combinatorial Search conference, 2012