Farhee Aalina Ahmad

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Summary

- I am a highly motivated and detail-oriented software engineer with a B.Sc. in Computer Science from United International University. Passionate about building engaging, user-friendly websites, I am skilled in diffrent programming languages with a strong foundation in responsive design. Additionally, I have a growing interest in blockchain technology and its applications, seeking to explore innovative uses in decentralized systems. With solid problem-solving abilities, I thrive both independently and as part of a collaborative team.

RESEARCH INTEREST

- **Blockchain and Decentralized Systems, Smart Contracts and Decentralized Finance (DeFi), Cybersecurity in Distributed Networks, Human-Computer Interaction (HCI) and User Experience (UX) in Web Applications**

EDUCATION

- **Bachelor of COMPUTER SCIENCE AND ENGINEERING**　　　　**May 2019-June 2023**
United International University
CGPA: 3.89

- **Higher Secondary Certificate**　　　　**May 2016 - May 2018**
Birstreshtha Munshi Abdur Rouf College, Dhaka
GPA: 4.25

- **Secondary School Certificate**　　　　**Feb 2014 - Feb 2016**
Mohammadpur Preparatory School and College, Dhaka
GPA: 5.00

PROFESSIONAL EXPERIENCE

- **Mentors' Learning Limited, Bangladesh**　　　　**JAN 2024 – DEC 2024**
Junior Engineer

- **United International University**　　　　**FEB 2022 – April 2023**
Undergraduate Assistant(UA)
  - Assisting course instructor with class preparation, course materials, evaluation, and grading.
  - Helping students understand lecture materials both inside and outside of the class.

- **United International University**　　　　**NOV 2022 – April 2023**
Grader
  - Grading students' assignments and exam scripts.

- **IQAC, United International University**　　　　**SEP 2022 – OCT 2022**
Research Associate
  - Gathering information about the perception of university students about other universities.
  - Deriving the results from the survey and writing a report.

RESEARCH PUBLICATIONS

- **e-Waste Recycling for Sustainability & Commerce - 2022 25th International Conference on Computer and Information Technology (ICCIT)** Link
  We live in a Tech-Savvy world. Last decade was dedicated to the flourishing of electronics industries throughout the world as the largest and fastest growing manufacturing industry. The prosperity became a drive to socio-economic and mechanical development to a more prominent degree and the tech-revolution introduced a surplus of electronic waste. Without proper and effective e-waste management system, the revolution of technology will doom the world to grave. This paper helps to understand the techniques which will influence the existing e-waste management system to obtain better results by a model which can grade and label e-waste. This paper also discusses about the factors to influence and navigate the system in such a way that it highlights the initial problems for generating e-waste and highlights the path of turning the economy into a circular economy, where e-waste will not purposefully be produced and offers modern takes on commerce and sustainability and their balance, in terms of e-waste management workflow and model.

- **Car-Story: A Decentralized Vehicle Information Storage System based on Blockchain - 2024 IEEE Region 10 Symposium (TENSYMP)** Link
  Worldwide, the market for reconditioned cars suffers due to an inconclusive and forged record storage system. Most of the vehicle information systems fail to prevent information manipulation as the data authentication system is absent or flawed. Fabrication of information is being committed without trace in reconditioned automobiles. Our proposed decentralized, blockchain-based vehicle information system that we named Car-Story can solve this problem. Car-Story is a digitally distributed, decentralized, public ledger that exists across a network and uses cryptography to store data. Therefore, the vehicle handling process will become secure, trusted, and less time-consuming, and inadvertent issues can be tracked swiftly and conveniently. In this paper, we use Ethereum blockchain platform for implementing decentralized and immutable vehicle information system that can store all necessary vehicle related information including manufacturing history, accident reports, servicing information, etc. Finally, we study performance of the system by measuring query latency and transaction latency while the number of peer nodes are varied from two to six. Average resource utilization of the system has also been studied.

SKILLS

- **Programming Languages**
  Python, C, C++, Java, PHP, JavaScript, Latex, HTML, CSS,REST API

- **Frameworks**
  React, Next.js, Bootstrap

- **Databases**
  MYSQL, SQLite

- **Soft Skills**
  Communication, Leadership, Quick Learner

- **Language**
  Bangla(native), English(fluent)

- **Cloud**
  Microsoft Azure

- **Other Skills**
  UI/UX, Figma, Adobe, GIT

Awards and Honors

- **International Blockchain Olympiad 2023, Amsterdam, Netherlands**   **Award of Distinction**

- **Bangladesh Blockchain Olympiad 2023**   **Final Round**

- **UIU CSE Project Show Fall 2022**   **1st Runners Up**

- **HackNSU Season 3 Hackathon**   **Final Round**

- **University Merit Scholarship**

PROJECTS

- **Mentors' Learning(on progress)**   Link
  It's an Educational Online Learning Platform that includes advanced features for students.
  Tools/Languages used: Next.js, React, Laravel.

- **Decentralized Vehicle Information System based on Block chain(in progress)**

  The proposed platform leverages blockchain technology to establish a decentralized vehicle record storage system. This system facilitates the secure storage and retrieval of comprehensive vehicle data, including mileage, service records, accident histories, and more. Notably, the platform benefits various stakeholders, offering car broker houses and sellers access to a substantial volume of data at an affordable cost, eliminating dependence on third-party sources. Servicing and insurance companies actively contribute updated information to the blockchain, gaining publicity and profit in return. The platform aims to streamline and enhance the vehicle dealing process, ensuring trustworthiness, ease of use, and increased profitability. Ongoing efforts include the implementation of additional features to further enrich the system.

  concept of this project earned me and my the Award of Distiction in International Blockchain Olympiad 2023 , held in Amsterdam, Netherlands (Nov 14-17) as well as the finalist position on Bangladesh Blockchain Olympiad 2023
  Tools/Languages used: react,javascript,solidity,postgre sql,truffle,rest API, postman etc

- **AgroTech e-Market**   Link
  This is an e-commerce website built for the ease of our farmers and help them make maximum profit by eliminating the middleman.Here farmer can start a bid on the product and user places their intended amount, and after a certain time the winner takes the produce.The bid can happen when produces are still uncut.User can place pre-order as well.Thus farmer knows the demand and customers gets their organic product in lowest rate and without the fear of consuming harmful pesticides
  Tools/Languages used: PHP, MySQL, JavaScript, HTML, CSS, Bootstrap.

- **GoTravel**   Link
  This is a travel agency website that allows users to book hotels, restaurants, and transportation all under the same site, which make travelling much easier
  Tools/Languages used: PHP, MySQL, JavaScript, HTML, CSS, Bootstrap.

- **Train Reservation System** Link

  This is a website where a user can book train tickets and the admin can add the train's name, departure time, price, etc.The purchasing process of ticket to maintaining log of trains of both side can be done with this site

  Tools/Languages used: Django, Python, HTML, CSS, JavaScript.

- **Smart Farm** Link

  It is a project built for improving the farms of our country. Features implemented here which will provide the farm owners hassle-free experience and reduce their labor exponentially..
  Tools/Languages used: arduino.

- **Medica** Link

  This is a medical website built for people searching for emergency blood, plasma, ICU, and Ambulance.
  Tools/Languages used: PHP, MySQL, Bootstrap.

- **Brick Breaker** Link

  This is a classic break braking game where a ball bounces off a paddle and breaks the brick it touches, if the ball falls in floor, the game is over.
  Tools/Languages used: Java, JavaFX, GUI.