

Azizur Rahman

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EDUCATION

Bangabandhu Sheikh Mujibur Rahman Science and Technology University. Jan/2019 – April/2024
• B.Sc. Engineering in Computer Science and Engineering CGPA – 3.33 / 4.00

SKILLS

- **Languages:** C | C++ (Proficient) | C# | Java | SQL | JavaScript .
- **DBMS:** MySQL.
- **Tools:** VS Code | Git | GitHub | Sublime Text.
- **Soft Skills:** Quick Learner, Continious Learner, Adaptability, Responsibility.

PROBLEM SOLVING ACTIVITIES

- **Candidate Master** on Codeforces with Maximum Rating of 1923 (Top 1%) (Handle: **Abdul Aziz**).
- **5*** on Codechef with Maximum rating of 2059 (Top 1%) (Handle: **azizur_rahman**).
- Two Times ICPC ASIA WEST Continental Finalist.
- Solved Total 4000+ competitive programming problems at different online platforms ([link](#))
- Participated 400+ online and onsite programming contests.

ACHIEVEMENTS

- 1st place, UGV South zone programming contest 2022.
- Ranked 44 at ICPC Asia West Continental Final Contest 2021.
- Ranked 48 at ICPC Asia West Continental Final Contest 2022.
- Three-time ICPC Dhaka Regionalist (2021, 2022, 2023) and one-time NCPC Bangladesh (2023).
- Ranked top 38 out of 20,000+ in Codeforces Round 797.
- Achieved Top 100 ranks 10+ times in various online platform contests.
- Secured Top 10 rank 10+ times among Bangladeshi contestants on different online platforms.

PROJECTS

- **BSMRSTU Blood Bank Servicing System** [Live link](#) | [GitHub-Repository](#)
 - **Description:** Developed and implemented a Blood Bank System with location-based search, blood request posting, and efficient communication medium for chatting and emailing.
 - **Tech Used:** HTML, CSS, Bootstrap, JavaScript, Express.js, npm, MongoDB.
- **SIMON-SAYS-GAME** [Live link](#) | [GitHub-Repository](#)
 - **Description:** A classic color matching game to boost cognitive skills by color matching challenges.
- **Rock-Paper-Scissors-Game** [GitHub-Repository](#)
 - **Description:** A rock-paper-scissors game with two modes: play directly against the computer or use the auto-play feature for automated gameplay

TRAININGS

- I led many sessions for the BSMRSTU Programming Club on Competitive Programming and I also organized many programming contests for our programming club.

LANGUAGES

- **Bangla:** Native.
- **English:** Working Proficiency.