

OITIJYA ISLAM AUVRO

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SUMMARY

I am a third-year Computer Science and Engineering student at KUET with a strong passion for both web development and data science. I enjoy creating dynamic, interactive websites and leveraging data-driven insights to solve real-world problems. Additionally, I have a keen interest in Unity game development.

TECHNICAL SKILLS

- **Web Development:**
 - HTML, CSS, JavaScript
 - React (including React Router) and Next.js
 - Tailwind, DaisyUI, and Shadcn UI for Next.js
- **Programming Languages:**
 - C++
 - Python
 - JavaScript/TypeScript
 - Java
- **App Development:**
 - React Native (Expo)
 - Android Studio
- **Data Science and Analytics:**
 - Pandas for data manipulation and Selenium for web scraping
 - Matplotlib and Fast.ai for model training Tableau Public for data visualization

EDUCATION

- Bachelor of Science in **Computer Science and Engineering** (Ongoing)
Khulna University of Engineering & Technology (KUET)
◦ 3rd Year Student
Current CGPA: 3.63

Jan 2023 -

PROJECTS

- **GDP vs. Olympic Performance:**
 - Explored the correlation between GDP and Olympic achievements utilizing Tableau Dashboards.
 - Created and launched an interactive React website to showcase the findings.
 - Github: https://github.com/Auvrolslam/Olympic_vs_Gdp
 - Live Link: <https://olympic-vs-gdp-website.vercel.app>
- **Waste Recognition Model:**
 - Developed a deep learning model for waste classification using Fast.ai and Hugging Face.
 - Deployed it on Hugging Face with a web application built using HTML, CSS, and JavaScript.
 - Github: <https://github.com/Auvrolslam/wasteRecognizer>
 - Live Link: <https://auvrolslam.github.io/wasteRecognizer/>
- **Mio:**
 - Created a React Native and Expo application that connects users based on their favorite TV shows and movies.
 - Facilitates connections among entertainment enthusiasts and helps them discover like-minded individuals.
 - Github: <https://github.com/Auvrolslam/Mio-typeScript->
 - Live Link: <https://play.google.com/store/apps/details?id=com.mioapp.social&hl=en>

- **3Knot3:**

- Developed a top-down 3D action game inspired by the 7 Bir Sreshtho (heroes) from the 1971 Bangladesh Liberation War.
- Designed and built in Unity with C#, featuring unique abilities and levels reflecting each hero's legacy.
 - Github: <https://github.com/Learnathon-By-Geeky-Solutions/studio71>
 - Live Link: <https://studio-71.itch.io/echoes-of-71> (Click the full-screen to play online)

EXPERIENCE

- **GEEKY SOLUTIONS – INTERN, UNITY GAME DEVELOPER**

- Remote | 4 Months Jan 2025 -May2025
- Completed a hands-on internship building a full Unity game, adding gameplay features, UI elements, animations, and level improvements.

- **OSTAD – TEACHING ASSISTANT, REACT NATIVE**

- Remote Aug 2025 -Nov2025
- Support learners on an Edtech platform by teaching core React Native ideas, reviewing code, and guiding them through mobile development tasks.