FARHAN TANVIR AHMED

Graduated-Student.
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Farhan-Novo
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EDUCATION

Bachelor of Compute Science and Engineering CGPA - 3.91/4.00
Brac University, Dhaka
Sept 2019 – Sept 2023

HSC GPA - 4.58/5.00
Rajshahi Govt. City College, Rajshahi
May 2017 - June 2018

SSC GPA - 5.00/5.00
Seroil Govt. High School, Rajshahi
Jan 2015 - March 2016

WORK EXPERIENCE

Instructor
BUCC Study Corner
Oct 2021 – Sept 2022

Courses Taught:
- Programming Language-I (CSE-110)
- Mathematics-I (MAT-110)

Apprentice as IT Department
ROBU club
Nov 2021 – Sept 2023

Instructor at Underprivileged Children's Education, TARC-53
Worked as former class-05 Math Instructor
Jan 2020 – March 2020

Student Tutor (ST)
Worked as
CSE-250: Summer – 2022, Fall-2022, Summer-2023
MAT-120: Spring-2023

SKILLS

Language: Bangla (Native), English.
Programming Language: Python, C++, Java, PHP.
Website skills: React, JavaScript, Tailwind, Figma, CSS, HTML
Operating System: Windows, Linux.
Office Software: MS Word, PowerPoint, Excel.
Database: MySQL
Simulation: Proteus, Wolfram_Mathematica, Adobe illustration, photoshop.
Typing Speed: 50 WPM (average)

ACHIEVEMENTS

Performance-Based Scholarship (2021 – Present)
Awarded 50% scholarship based on university results.

Participated programming contest (Sept 2021)
Code-Platoon inter university ROBU Joyjatra contest.

PROJECTS

- **HR Management System Website (Spring 2022)**
  Created with PHP language and MySQL database system in CSE-370 course. HR manager can easily update, delete, assign projects to employee and can modify employee through this website.

- **ML Project (CSE-422) on "Best Video Game Sales" (Summer 2022)**
  Designed with "scikit-learn" ML library data analyzer with best fit models to reduce error percentage for resulting "Best Developer Games" with graphical representation.

- **Arduino project (CSE-360) on "SMART Train Traffic Management" (Fall-2022)**
  Implemented with Arduino which can detect the train speed and alert if any obstacle block the railway path.

- **Graphical project (CSE-423) on "PAC-MAN" game (Fall-2022)**
  A graphic interface with user input for controlling the PAC-MAN