

MD FOURKANUL ISLAM

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EDUCATION

M.S. in Information Systems, University of Maryland, Baltimore County Jan 2022 - Present

B.S in Computer Science & Engineering, Military Institute of Science and Technology Jan 2016 - Dec 2019

LANGUAGE AND TECHNOLOGY

Proficient: Python, C#, .Net Framework, MySQL, SQLite

Exposure: React Native, Java, C/C++, Android SDK, Laravel, MongoDB, GIS, Scikit-learn Arduino, and git

EXPERIENCE

Graduate Research Assistant | University of Maryland, Baltimore County Jan 22 – Present

- Developing an accessible routing and navigation system for wheelchair users.
- Identifying ground surface characteristics and complex human activity recognition from motion sensors data collected from the users.

Software Engineer (Junior) | Army War-Game Centre, Bangladesh Jan 2020 – Jun 2021

- I was involved with the full software development lifecycle including design, development & integration.
- Worked as a client and backend software developer for a multiplayer war-game simulation system.
- Used real-world geospatial terrain data to visualize and simulate terrain for the multiplayer system.

Technologies used: .Net Framework, .Net Core, Entity Framework, GIS, MongoDB, MySQL

Intern Software Engineer | Robi Axiata Limited, Bangladesh Dec 2018 – Jan 2019

- Worked as a software developer intern with the network monitoring team of Robi Axiata Ltd – one of the leading telecommunication companies in Bangladesh.
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RESEARCH & PROJECTS

MyPath - [React Native, Python, MongoDB] [Link]

- Developed a cross-platform mobile application to collect location and motion sensors data in the background from the users. Sync data with the server using **REST API**.
- Used supervised/semi-supervised learning to identify surface characteristics using motion sensor data collected from users.

Android Bangla Keyboard - [Android SDK, Java, SQLite] [Link]

- Developed an android themed soft keyboard application with Bangla, English and Emoji layout.
- Implemented Bangla and English word suggestions using **java** and **SQLite**.

IoT Based Gaming Application - [Arduino, Android SDK, RFID, Bluetooth] [Link]

- Developed a Bluetooth connected physical device with **Arduino mega** for special (autistic) children.
- Implemented progress tracking app using **android SDK** to be controlled by Bluetooth with that IoT device.
- Implemented client-server system to log players data to google **firebase**.

Recursion Sim - [C#, Unity Engine] [Link]

- Developed a desktop simulation game to understand recursion easily using **unity**.
 - Implemented in-game scoring and reward system using **SQL** and **C#**
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