curriculum vitæ of
Shakirul Hasan Khan
An Amateur FOSS Developer and Deep Learning Enthusiast

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Education

2017 – present	**B.Sc. (Engg.)** in Software Engineering	Shahjalal University of Science and Technology
	Currently a junior year student.	
2015 – 2017	**HSC** in Science	Dr. Mahbubur Rahman Mollah College
	GPA: 5.00 out of 5.00	

Projects

Research/Thesis

1. **Bengali Paraphrase Identification**: An NLP system to identify if two Bengali sentences are paraphrase or not. Currently working on this.

Associated with University

2. **CodeHub**: An open-source modern online judge built with MERN Stack. Currently working on this.

3. **Angry Pigs**: A fantasy platformer game developed in Java using LibGDX.

4. **Tao's Adventure**: A platformer game built from scratch using C++ and SFML.

5. **Snake Mania**: The first project in undergrad, a simple snake game using C++ and SFML.

Pet Projects

6. **Covid-19 Interactive Dashboard for Bangladesh**: A web dashboard with a map to view the current pandemic situation of Bangladesh.

7. **Dodge The Box**: A simple and easy 3D ball rolling game developed in Unity3D.

8. **SUST SWE Society Website**: Website for a campus organization.

Skills

Languages: C++, JavaScript, Python, Shell Scripting, Java, HTML, CSS
Technologies: Git, Github, Docker, PostgreSQL, MongoDB, Redis
Frameworks & Libraries: ReactJS, Express, Socket.io, Tensorflow
Industry Knowledge: Responsive Web Design, Machine Learning, OOP
Others: Photo Editing, Video Editing, Ambigram

Awards

March 2019	First Runners Up	BUP Techsurrange 2019 Hackathon
April 2019	Honorable Mention	SUST LICT TechFest 2019 Hackathon

Organizations

2019 – Present	Publications Secretary	SWE Society
2019 – Present	Publications Secretary	SUST ACM Student Chapter

°Source code of all the project is available on Github