

Shakirul Hasan Khan

Software Engineering Undergrad

An amateur full-stack web developer and deep learning enthusiast

✉ shakirulhkh@gmail.com

📍 Sylhet, Bangladesh

in linkedin.com/in/shakirulhasan

📞 +8801641186060

🌐 khanshaheb.me

🐙 github.com/KhanShaheb34

EDUCATION

Shahjalal University of Science and Technology B.Sc. (Engg.) in Software Engineering

02/2018 - Present

CGPA: 3.42 (Up to 4th Sem)

Dr. Mahbubur Rahman Mollah College HSC

07/2015 - 06/2017

GPA: 5.00

PROJECTS

File Sharing System (06/2021)

- A client-server system to share files through socket
- Built using Python and Qt
- <https://github.com/KhanShaheb34/FileSharingSystem>

SWE Society Website (01/2021 - 02/2021)

- A website to manage a non-profit organization
- Built using ReactJS, ChakraUI, ExpressJS, PostgreSQL
- <https://github.com/sust-swe/SWE-Society>

Covid-19 Interactive Dashboard for Bangladesh (04/2020 - 05/2020)

- A web dashboard with a map to view the current pandemic situation of Bangladesh
- Built using ReactJS, Bootstrap
- <https://github.com/KhanShaheb34/Co-ronaBD.info>

AskRiashad (10/2019 - 12/2019)

- An online platform for Law Students for taking preparation for the Bar Council exam
- Built using ReactJS, MDBootstrap, Django and PostgreSQL
- This was my first paid project, and I worked on the front-end
- <https://askriashad.com/>

Angry Pigs (05/2019 - 07/2019)

- A fantasy platformer game developed in Java using LibGDX
- <https://github.com/KhanShaheb34/AngryPigs>

Vromon (03/2019 - 04/2019)

- Local hotel, restaurant, landmarks and tour guide finder web application developed in Python Django Framework
- This was developed for Hackathon in BUP Techsurgence 2019 and this project made us the First Runner Up
- <https://github.com/rafiulgits/vromon>

Tao's Adventure (11/2018 - 01/2019)

- A platformer game built from scratch using C++ and SFML
- <https://github.com/shaswata56/Taos-Adventure>

Dodge The Box (11/2018 - 11/2018)

- A simple and easy 3D ball rolling game developed in Unity3D
- <https://github.com/KhanShaheb34/Small-Unity-Games>

Snake Mania (09/2018 - 11/2018)

- The first project in undergrad, a simple snake game using C++ and SFML
- <https://github.com/KhanShaheb34/Snake-Mania>

SKILLS

C++

Javascript

Python

Git

GitHub

ReactJS

ExpressJS

PostgreSQL

MongoDB

Data Analysis

Tensorflow

Responsive Web Design

ACHIEVEMENTS

First Runner Up at BUP Hackathon 2019 (03/2019)

This is the first time I have won something at a national level. It was an 8 hours long Hackathon. And we build a system on the topic of tourism.

Codeforces Specialist (Max rating: 1542)

<https://codeforces.com/profile/KhanShaheb>

Honorable Mention at SUST LICT TECH FEST 2019 (04/2019)

ORGANIZATIONS

SUST ACM Student Chapter (02/2020 - Present)

Publications Secretary

SWE Society, SUST (11/2019 - Present)

Publications Secretary

CERTIFICATES

Deep Learning Specialization (06/2020)

I always wondered how a deep learning system works. And learned a lot in this specialization from Coursera by Andrew NG.

DeepLearning.AI TensorFlow Developer (07/2020)

TensorFlow makes it easy to create and train Deep Learning models.

LANGUAGES

Bengali

Native or Bilingual Proficiency

English

Professional Working Proficiency

INTERESTS

Competitive Programming

Deep Learning

Computer Vision

NLP

Automation

Photography

Ambigrams