

# Ashfaqur Rahman

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## EDUCATION

KUET  
BSC IN COMPUTER SCIENCE  
And Engineering  
2024 | Khulna, Bangladesh

## COURSEWORK

### UNDERGRADUATE

Data Structures and Algorithm  
Operating Systems  
Artificial Intelligence  
Machine Learning  
Android Apps Development  
Structured and Object Oriented  
Programming  
Web Laboratory  
Computer Networks  
Unix Tools and Scripting  
Database Systems

## INTERESTS

- Coding
- New Technologies
- Gaming

## SKILLS

- C
- C++
- Python
- Java
- SQL
- Laravel 10
- Git hub

## EXPERIENCE

Event Organizer, **BitFest** 2025  
Organized Inter University  
Programming Contest (IUPC)  
(IUPC) at the 3rd KUET CSE  
National Festival  
Skills: team management and  
communication skills.

## PROJECTS

### | WEB PROJECT

School Management System: Web-based Platform for Educational Institution Automation

- Developed a web-based application to automate administrative and academic tasks such as student management, Subject & Teacher assignment & Exam Scores tracking
- Implemented role-based access control & authentication for Admin, Teacher & Student roles
- Implemented MVC architecture for code organization and scalability
- Used Laravel 10 for the backend, HTML, CSS for the frontend and MySQL for the database

### | ANDROID PROJECTS

- ❖ FileFury: An Android Download Manager
  - Implemented features like easy downloading with URL input, queueing, pause/resume capability, multi-threaded speed, real-time progress tracking and download history management using Java
- ❖ News Brief: Android News App for Summarizing News in English
  - Developed Android frontend using Java and integrated APIs to fetch and display news articles
  - Implemented a natural language processing (NLP) algorithm using Term Frequency (TF) for summarization of fetched news using Python

### | DATABASE PROJECT

BANKDB: A Bank Management System

- Designed and implemented a bank management system using SQL & PL/SQL procedural programming for efficient database management

### | A.I PROJECT

MANCALA: AI vs player

- Developed a Mancala board game with AI and player gameplay using Python
- Utilized Alpha-Beta pruning to optimize AI decision-making during gameplay.
- Implemented fuzzy logic to calculate winning probability in real-time based on board state

### | SOFTWARE ENGINEERING PROJECT

CardiacRecorder: An android application to record cardiovascular parameters.

- Collaborated on developing a robust application with unit testing and UI testing on GitHub & used GitHub workflows for version control and continuous integration testing.