

Mahfuzur Rahman

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Experienced in **system analysis, system design, software development, CI/CD, code review, testing, bug fixing and preparing technical documentation**. Have a clear concept of **data structure, sorting algorithm and searching algorithm**. Skilled at project management, team management, task management, progress monitoring and reporting.

PROFESSIONAL SKILLS:

Swift, Objective-C, XCode, Jira, Bitbucket, Agile methodology(Scrum)	- 6+ years
C, C++, STL, Design Patterns, multi-threading, UML	- 12 years
OpenGL ES2, Android Studio, Microsoft Visual Studio	- 4 years
SwiftUI, Python, Django, VSCode	- 1 years

WORK EXPERIENCE:

KITE GAMES STUDIO Ltd.

Team Lead cum Project Manager

Dhaka, Bangladesh

Jan 2016 – Sep 2022

In this organization I developed more than 15 iOS applications. Some apps are removed from AppStore, but others are still generating revenue.

Achievements/Tasks:

1. Implemented filters, like Instagram, in Colorpop and other apps that boosted the company's revenue in 2016 by 20%. Used OpenGL and shader to provide different effects/filters.
2. Developed & released SlideshowMaker(1st version) app within 1 month (3 iOS developers, including me, 1 QA and 1 UI/UX designer) which was initially expected to be completed within 2 months. The reason for faster development was that I created an **"app development guideline"** for all stakeholders considering office culture & teams in order to accelerate the development process. SlideshowMaker started to generate revenue within 15 days as it was able to capture market vibes and became popular in the AppStore.
3. Assisted QA team to make precise common checklist considering priority and severity for iOS app testing that reduced time of testing cycle.
4. Investigated & improved **"Reshape"** feature of BeautyEditor app to compete with rival app Facetune.
5. Researched and helped R&D team to generate mask image faster with an "ML model" that was later used in **"AI Effect"** feature of AddMusicToVideo app.
6. Analyzed "Photo Slideshow" feature of Envato (elements.envato.com) to introduce same type of Slideshow or theme in our iOS app and I ended up with a solution that "AfterEffect" software can produced "XML template" file or theme file and that XML template or theme could be used with OpenGL in SlideshowMaker-V2 so that without any hassle more and more themes could be generated from "AfterEffect" software. Finally, new types of themes increased the number of active users by 25% in our version 2 app. Version 2 currently available in AppStore.
7. Designed and developed **"Model"** and **"Controller"** part of **MVC** pattern from scratch for VideoEditor and for other projects that were scalable and loosely coupled. Used **MVVM** pattern in newly developed projects/apps.
8. Led iOS team following **Agile Software Development Methodology(Scrum)** to develop mobile applications of image processing and video processing. Renowned image processing apps are "Retouch", "ColorPop", "BeautyEditor" and video processing apps are "VideoEditor", "AddMusicToVideo" and "SlideshowMaker".
9. Used native frameworks - Vision, OpenGL ES, AV Foundation, Core Data, Core Image, Core Animation, StoreKit, UIKit.

10. Used 3rd party frameworks - Firebase, AFNetworking, SDWebImage, Alamofire, GPUImage, RealmSwift, Sentry using **Cocoa POD**.
11. Analyzed the new software requirements and designed the system using **UML's** Class diagram, Sequence diagram, Use case diagram and State diagram.
12. Conducted session on OOD principles, Design Patterns. Introduced and taught **agile project management methodology**. Maintained scrum meetings, sprint in Jira, retrospective meetings.
13. Recruited talented fresh graduates in the iOS team & trained.

Color Pop Effects Photo Editor	AppLink	Slideshow Maker w Music	AppLink
Add Music To Video Editor	AppLink	Beauty Editor	AppLink
Video Editor -Crop Trim & Edit		Removed from AppStore	

HARD-WON INTERNATIONAL TECHNOLOGIES BANGLADESH Ltd.

Team Lead

Dhaka, Bangladesh

Jan 2015 – Dec 2015

This organization was a versatile Fintech solution provider. They had projects like **Nuspay Payment Gateway**
NFC Payment Tag, NFC Terminal.

Achievements/Tasks:

1. Restructured full architecture of **NFC Payment Tag & NFC Terminal** android projects.
2. Prepared SRS (Software Requirement Specification) and BRS (Business Requirement Specification) for those projects and for Nuspay Payment Gateway.
3. Maintained the development and version release of 2 projects(**NFC Payment Tag, NFC Terminal**) by taking full owner-ship.
4. Ensured in-time delivery of software.

SAMSUNG R&D INSTITUTE OF BANGLADESH (SRBD).

Chief Engineer

Dhaka, Bangladesh

Jun 2013 – Dec 2014

Project: **Android Model Development for the Middle-East market.**

Coordinated and released new stable software for **Samsung Android Models** which were commercialized in the Middle-East and Africa region and ensured quality solution. Led "**System Framework**" team of 14 members.

Achievements/Tasks:

1. Conducted stand up & weekly meetings with members and TL.
2. Distributed issues among team members. Took initiatives to solve issues such as communicating with the members of Head Quarter (HQ) or Project Lead (PL) members.
3. Investigated critical issues to resolve within a time frame.
4. Monitored frequently whether all members are equally loaded or not.
5. Inspired demotivated members to work in a full-swing.
6. Solved problems from So-Tong, in order to prepare your-self for the Software Capability Test (SWC).
7. Conducted Knowledge Transfer (KT) sessions on Design Patterns, SOLID principles, Code Review.
8. Prepared achievement reports for quarterly and half-yearly.
9. Collected data and verified for yearly appraisal, which is called GPMS inside Samsung.
10. Guided intern members
11. Participated in interviews of fresh graduates.
12. Was responsible of allocation of Business Trip and Budget Distribution of MobileLab-2.

Project: **Automated Test Tool for Android ChatON application.**

That software was a desktop based application used by the QA team for automatically testing Android **ChatON** application. It aided to increase the overall performance and Quality of the **ChatON**. It basically would take Test Cases (TC) as input and then would execute the script sequentially. In addition to above functionality, it also

had a Test Case Generator feature which would generate Test Cases in XML file when a User (test person) would traverse through the ChatON UI.

1. Assisted members to prepare SRS.
2. Prepared full software architecture and helped members to understand the software design flow.
3. Instructed engineers where to follow Design Patterns and how to overcome design complexity.
4. Closely observed development, reviewed code and ensured quality and time line.
5. Analyzed other Automated Test Tools in the market and presented comparison data to all stakeholders.

ENOSIS SOLUTIONS

Senior Software Engineer

Dhaka, Bangladesh

Dec 2004 – Jun 2013

Project: **Host Framework of Visual Environment.**

Client Company: ESI Group, France. (www.esi-group.com)

Visual Environment was simulation software which was totally plug-in architecture based, where the applications were developed and deployed as plug-ins to the software framework. Internally this software framework was referred to as '**Host**'. Host was a completely configurable software framework with highly usable GUI to design application layout and API(s) for developing custom functions. This framework followed **Document-View architecture** and provided highly performing development tools for the application developers.

Achievements/Tasks:

- I was the first developer who fixed the **first bug and most bugs** in the Host project that facilitated getting the contract of working in this project.
- Implemented new enhancements and fixed bugs in different modules.
- Understood thoroughly the architecture of existing modules & shared knowledge with others.
- Analyzed, designed, and developed several GUI components.
- Involved in the development of COM components using ATL and **Visual C++**.
- Used design patterns in modeling the components.
- Ensured Host Framework's coding conventions in all stages.
- Addressed software porting issues to support the project in non-windows platforms
- Used to do extensive code reviews and would suggest optimization.
- Also was responsible for guiding and coaching junior software engineers.
- Conducting sessions on different topics was another task which I maintained for the last two years.
- Environment: **C, C++, MFC, ATL COM, Visual C++, MainWin, Windows XP, Linux CentOS**

Project: **Read and write JPEG file with a C# library.**

A library of "**C**", taken from **IJG(Independent JPEG Group)**, converted to "**C#**" library. Responsibility of this C# library was to read and write "***.jpg**" file.

Note: **IJG (Independent JPEG Group) provides a "C" library that reads/writes JPEG files.** (www.iijg.org)

Responsibility: First analyzed the library code of "IJG" and then developed an application that read and write "***.jpg**" file. Used "**C, C++, C#**" languages.

EDUCATION:

B.Sc. in Computer Science	Bangalore University, India	2003
Advanced Diploma in Software Engineering Technology - Artificial Intelligence	Centennial College, Canada	From Jan 2023

CERTIFICATES:

Software Processes and Agile Practices	Coursera Certificate
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REFERENCE:

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