

Md. Nafiu Rahman

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SUMMARY

Enthusiastic undergraduate studying Computer Science, with a keen interest in various software technologies and machine learning. I am eager to enhance my skills in development and actively look for chances to learn new concepts and technologies.

EDUCATION

Bangladesh University of Engineering and Technology

Dhaka, Bangladesh

Bachelor of Science in Computer Science and Engineering

Jan 2020 – Present

CGPA - 3.79 on a scale of 4.00 till 7th semester

Notre Dame College

Dhaka, Bangladesh

Higher Secondary Certificate

2017 – 2019

GPA - 5.00 on a scale of 5.00

Birshreshtha Noor Mohammad Public College (BNMPC)

Peelkhana, Dhaka, Bangladesh

Secondary School Certificate

2015 – 2017

GPA - 5.00 on a scale of 5.00

TECHNICAL SKILLS

I am familiar and have experience working with:

- Languages** : JavaScript, Python, Java, Dart, C, C++, PHP
- Libraries** : ReactJs, PyTorch, Tensorflow
- Frameworks** : Flutter, Svelte, Django, Flask, Express, NodeJS
- Databases** : Oracle, MongoDB, PostgreSQL, MySQL, Firebase
- Tools** : Jupyter Notebooks, Google Colab, Docker, Figma, Visual Studio Code, Git, Postman

COURSEWORK

- Data Structure and Algorithms, Machine Learning, Artificial Intelligence, Operating Systems, Computer Networks, Computer Security, Object-Oriented Programming, Software Engineering, Information System Design, Computer Graphics

RESEARCH EXPERIENCE

Secret Breach in Software Artifacts

- Worked in a research project under the supervision of Dr. Rifat Shahriyar (Professor, BUET) that focuses on preventing secret breaches in software issue reports by utilizing a combination of pre-trained language models (BERT, RoBERTa) and regex-based detection techniques.

ACHIEVEMENTS

- Selected in Top 10 Team in Robi Datathon 2024
- Selected in Top 15 Team in Code Odyssey in ITVerse 2023

PROJECTS

BusBuddy *Flutter, NodeJs, PostgreSQL, Firebase, Git* 🔄

- BusBuddy is an Android app for BUET that lets users purchase tickets, access schedules, and track buses with a predictive algorithm. Teachers can manage bus requests and billing, while bus staff can scan tickets and monitor vehicles in real time. The app is now under process of being deployed at BUET.

Contribution: Worked as the frontend developer and contributed to backend development and design.

Nishorgo *JavaScript, HTML, CSS, PHP, MySQL, Git* 🔄

- Nishorgo is an innovative e-commerce website specializing in plant sales. Users can browse a diverse selection of plants, apply filters, add items to their carts, and place orders. The platform also features an admin panel that provides insights and statistics on sales and user activity.

Contribution: Worked mainly as the backend developer for the project and design.

Chat App *Flutter, Firebase, Dart, Git* 🔄

- Developed a real-time chat application using Flutter and Firebase as the backend. The app supports one-to-one messaging, group chats, and file sharing.

Contribution: Solely implemented all the features of the project.

Compiler *C, C++, Lex, Yacc, 8086-Assembly* 🔄

- A subset of C Compiler made using Flex and Bison. It supports essential functionalities including loops, branching (if-else), and functions, with added support for integer arrays and recursion. The compiler parses and translates this subset of C code into executable machine code or an intermediate representation.

Contribution: Solely implemented all project features like lexical analyzer, parser, intermediate code generator.

Color and Size Sorter *Arduino* 🔄

- A project made using Arduino, capable of sorting objects based on their color and dimensions. The system employs sensors to detect color variations and size measurements, then uses servo motors to separate objects into designated bins or trays based on appropriate criteria.

Contribution: Contributed to the software part of the project.

Catch the Egg *OpenGL, C++, Igraphics* 🔄

- A game made using Igraphics, an OpenGL wrapper in C++ language, where players can catch as many falling eggs as they can in a definite interval. Features customizable difficulty levels and a scoring system to track player performance.

Contribution: Solely implemented all the features of the game.