Nafiz Khan

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Profile

I am a final-year Computer Science and Engineering student at BRAC University, aiming to build a career in software engineering. Currently, I am working on a research paper on adversarial attacks against large language models (LLMs), combining interests in AI security and system-level problem solving. With a strong foundation in data structures, algorithms, and system design, I am passionate about building scalable, efficient software solutions. I am focused on sharpening my engineering skills and contributing to forward-thinking tech initiatives that drive meaningful innovation.

Skills

- **Programming Languages:** Python, SQL, PHP, Assembly, Verilog/VHDL, HTML, CSS
- **Frameworks Libraries:** Python frameworks, MERN Stack (MongoDB, React.js, Node.js), OpenGL
- **Hardware and tools:** VLSI Design, Arduino, STM32, Emu8086, Quartus II 8.1, Raspberry Pi
- **Version Control:** Git, GitHub

Education

BRAC University, BSc in Computer Science and Engineering — Jan 2022 – Jan 2026
- GPA: 3.63 / 4.00 (current)

Adamjee Cantonment College, Higher Secondary Certificate (HSC) — 2018 – 2020
- GPA: 5.00 / 5.00

Bangladesh International School and College, Secondary School Certificate (SSC) — 2004 – 2018
- GPA: 5.00 / 5.00

Projects

https://github.com/Nafiz68/The-Science-of-Cinema-Predicting-Movie-Ratings-Through-Data
CineMetrics – MLproject
- A machine learning project designed to empower film producers and stakeholders with predictive insights into audience response.
- Tools Used: pandas, NumPy, scikit-learn, matplotlib, seaborn

https://github.com/TahsinTanni/rush-n-dodge
Rush-n-Dodge – GLproject
- This project is a 2D driving simulator game developed in Python using the Pygame library. The game features a player-controlled car that must navigate through a road filled with obstacles and collect power-ups to earn points
- Tools Used: Python 3.x Pygame library OpenGL library

https://github.com/Nafiz68/Software-Course-Management-System
Software-Course-Management-System
- This project is a web-based platform for managing university courses, allowing administrators to create courses, assign instructors, enroll students, and track academic progress efficiently.
- Tools Used: HTML, CSS, Node.js, React, MongoDB

https://github.com/Nafiz68/Voting-system-interface-built-using-Assembly-language.
Voting System Interface
- This project is a simple and secure voting system that supports user authentication, candidate selection, and vote management.
- Tools Used: Assembly

https://github.com/TahsinTanni/Sanitary-Napkin-Dispenser-with-Auto-Refill-Signal
Sanitary-Napkin-Dispenser-with-Auto-Refill-Signal

- SanitiServe is an Arduino-based automated sanitary napkin dispenser designed to improve hygiene access in public and private spaces. It dispenses napkins on-demand and alerts users when stock is low.
- Tools Used: Arduino IDE and embedded components

https://github.com/Rahageer90/football-team-management
Football Club Management System

- Football Club Management System is a comprehensive platform tailored to meet the needs of football clubs globally. Our system empowers players, coaches, physiotherapists, and administrators with a range of features designed to optimize team performance and streamline club operations.
- Tools Used: HTML, CSS, PHP, MySQL

https://github.com/Nafiz68/YouTube_UI
Youtube UI

- "YouTube UI" is a front-end interface clone of the popular video-sharing platform, designed to replicate the layout, navigation, and core visual components of YouTube, including video thumbnails, search functionality, side menus, and a responsive design for different screen sizes.
- Tools Used: HTML, CSS

Experience

IT instructor, Zentorra – Dhaka,Bangladesh February 2025– July 2025

- Delivered recorded classes on Python fundamentals and project-based learning for beginner-level students.

Private Tutor, Self-Employed – Dhaka, Bangladesh January 2024 – April 2025

- Tutored undergraduates in CSE220 (Python Data Structures) and CSE422 (Computer Graphics).
- Focused on recursion, trees, OpenGL, and academic support through assignments and exam prep.

Research Experience

Undergraduate Researcher January 2025 – Present
BRAC University, Department of Computer Science and Engineering
Title: Assessing AI Defenses: Evaluating the Resilience of Large Language Models Against Security Threats

- Conducting research on the vulnerabilities of large language models (LLMs) to adversarial attacks, data poisoning, and prompt injection.
- Focusing on evaluating existing AI defenses and developing a model to enhance the security and reliability of LLM-based systems.

Achievement

- Completed an **Intermediate ChatGPT** course on DataCamp, expanded foundational skills to an intermediate level, focusing on understanding the architecture behind GPT models and crafting advanced, effective prompts.
- Completed the **Learn Blockchain and Cryptocurrency from Beginning** course on Udemy, gaining foundational knowledge in blockchain, Bitcoin, crypto exchanges, and decentralized finance.
- Completed the **Intro to Machine Learning** course on Kaggle, gaining foundational knowledge in data science and machine learning with practical applications to real-world problems.
- Completed the **Introduction to Microsoft 365 Copilot** course on Microsoft Learn, gaining a solid understanding of how AI-powered tools integrate with Microsoft 365 to enhance productivity and collaboration.
- Completed the **AI Foundation** course on AI Certs, covering core AI concepts, machine learning, ethics, and practical business applications.
- Completed the **Intermediate SQL** course on DataCamp, developed proficiency in aggregate functions, sorting, grouping, and presenting data in a clear and insightful way.