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## EDUCATION

Master's in computer science with 2:1 | University of Greenwich

JANUARY 2021 – APRIL 2022

### PROJECTS AND SKILLS GAINED

- Developing a banking management system by implementing:
  - Java EE, MySQL, Tomcat server, HTML5, CSS3 and JavaScript
  - Customer can check their balance, transfer, and withdraw from their accounts.
- In addition, a face-recognizing application using Pandas in the Applied Machine Learning module was able to detect a person's face with attributes like wrinkles, glasses, hair colour and length.
- The team project-developed an android application using android studios. The purpose was to create a database where one can see how much they spend on vacation. This included the hotel, food travel and tickets.
- One of my innovative projects was to detect human emotions using Machine Learning. This project uses human brain waves to detect human emotions which were written in python.
- Common tools used throughout my degree which I have a proficient understanding of
  - Microsoft 365- Microsoft Word, Excel, Spreadsheet, PowerPoint,
  - Power Automate, Power Apps and Power BI.
- All documentation of projects completed can be found on my GitHub profile.

Bachelor's in computer science & engineering with GPA 2:1 | American International University - Dhaka, Bangladesh

JANUARY 2015 – JANUARY 2020

- Publications- International Journal of Education and Management Engineering (IJEME) (mecs-press.org)
- Created a tick-tack-toe game in the console using C#.
- Group project developed a train ticket management system using C#.
- In addition, I was the team lead for a project where we developed an OpenGL Arcade 2D shooting game called Space Invaders. I had faced a lot of issues and needed to problem-shoot. One example is:
  - Adjustment of the collusion factor. By rearranging the object axis along with the image axis, I managed to solve the problem.
- 2D & 3D design and animation using Maya. Which included 2D character creation and animation, 3D environment, object, light effects, creation, and rendering.
- My thesis was on Brain-Computer Interface where we proposed a method to control basic computer operations through brain wave.



## EXPERIENCE

Junior Graphics designer & IT Officer | Buzzers Digital

SEPTEMBER 2018 – MAY 2020

- I completed my Internship at Buzzers Digital where I got a good understanding of graphic design
  - Created digital posters, leaflets, video editing and many more.
  - Extensive experience with platforms like Adobe Illustrator, Photoshop, Premiere Pro, Maya etc.
- When I started to work full-time, I contributed to Web Development along with graphics design. I was in a team who were responsible to create static and dynamic websites. There I got advanced Web Design platforms like HTML, CSS, JavaScript and React along with knowledge of database platforms like MySQL, Maria DB etc.
- I often had to liaise with the marketing team to understand the full requirements of the projects and implement them as required.
- Teamed up with the IT team to solve any hardware or software-related issues. The problems included windows updates, software installation, bug fixing and many more.

**Team member at Black Sheep Coffee(Luton Airport) (May 2023 – Present)**

- I can complete tasks under stressful situations which has aided my customer service during rush hour
- I have very good attention to detail and always keep up to date with the new festival drinks and the themes we have within the workplace.
- I am a go getter and like to make sure all the tasks are complete doesn't matter how small.
- I am an advocate of ensuring a team works well together and can pull together especially at difficult times such as rush hour to ensure the aim is always met.

**Software Development Bootcamp (Just-IT) (August 2023- Present)**

- Developing both front and back end web development using HTML, CSS, Bootstrap, Figma and JavaScript.
- Creating and manipulating a fully functional database using MySQL & MongoDB.
- Developing both front end and back end different Python based Applications includes.
  - An interactive digital pet that responds with the movement of cursor with different emotions. It's a Python based programme with the help of Tkinter and Turtle Graphics.
  - A Python based graphical Caterpillar game using Turtle Graphics. To navigate and play one needs to use the arrow keys.
  - A Daily Routine to keep track of one's daily activities. Where one can keep track of their daily activities such as reading, exercising, dieting, key reminders, etc. The language used in here was Python with the help of Tkinter and SQL-lite was used for database.