

Md Ashaduzzaman Rubel Mondol

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Education

Ph.D. in Computer Science

2019 - Present

The University of Texas at Arlington

B.Sc. in Electrical and Telecommunication Engineering

2008 - 2012

The Southeast University, Bangladesh

CGPA- 4.0 on scale of 4.0

Research Experience

Human Data Interaction Lab (HDILab), UTA

2019 - Present

Advisor: Dr. Deokgun Park

Building a Simulated 3D environment with Unity 3D for Developmental Robotics. The environment provides the necessary experiences a human baby goes through during fetus to 12 months of age. It also provides a mother character acting as a social partner. To evaluate the learning agent, it provides different experiments from Developmental Psychology.

Work Experience

University of Texas at Arlington

2019 - Present

Working as Graduate Teaching Assistant for Data Mining

Samsung R&D Institute Bangladesh

2012 - 2019

Designation: Staff Engineer

Worked as Project Leader of Social Platform for iOS since 2018.

Projects:

- Samsung Social Platform for iOS
A cross-platform, multi-device experience SNS platform for iOS.
 - Project and team management, Software design, architectural implementation and feature development, R&D on new ideas, collaborating with overseas teams (Onshore, offshore)
- Samsung Account iOS SDK
Samsung account SDK has been developed to be used by other apps for accessing Samsung Account Server
 - Worked with the implementation of server-client architecture, and security improvements.
- Smart things (Samsung Connect)
IoT based application to control and monitor IoT enabled devices through iotivity framework developed first for Galaxy S8 in Android Platform.
 - Worked on content streaming over DLNA using AllShare library
 - Development, optimization and security enhancement of Plugin platform.
- Bitmap Engine (Arctecture)
Bitmap engine is a bitmap based 2D drawing engine which is used to develop canvas-based drawing/art application. The Arctecture app is available in playstore.
 - Worked on Core engine and SDK design and development. Developed different drawing tool algorithms using Lattice Boltzmann Fluid simulation, Bezier curve path generation, GP-GPU programming with OpenGL, OpenCL, Kubelka-Munk Color-Mixing algorithms.
 - Complex UI design and developments in Android Platform
 - As part of this project I also developed a *VR based drawing canvas* with real-time drawing functionalities.

- MEA Android commercialization
Commercialization of different android models including Galaxy S4, S5, Note 4, Note 5 models.
 - Worked on optimization, feature developments, localization and issue fixing of Android OS for Samsung devices.

Sentinel Solutions Ltd

2011 - 2012

Designation: Software Engineer

Worked as android application developer which involved implementation of mobile applications including server-client architecture

Projects:

- Rugby revamp
This project involved development of Rugby tournament updates, fixtures etc. features based on server data.

Publication

SEDro: A Simulated Environment for Developmental Robotics

- Pothula, M. A. Rubel Mondol, S. Narasimhan, S. M. Islam and D. Park
- 2020 Joint IEEE 10th International Conference on Development and Learning and Epigenetic Robotics (ICDL-EpiRob)

Modeling Social Interaction for Baby in Simulated Environment for Developmental Robotics

- Md Ashaduzzaman Rubel Mondol, Aishwarya Pothula, Deokgun Park
- Presented at BabyMinds, NuerIPS 2020 workshop

Collaborative drawing method and electronic device therefor

- Md Shamsul Arifin Mozumder, Sifat Afroj Moon, Jewel Nandy, Md Ashaduzzaman Rubel Mondol, Samsad Ul Islam
- <https://patents.google.com/patent/US20170123648A1/en>

Honors and Awards

- Achieved **Chancellor Gold medal** award
 - For securing the highest result among all Bachelor students passing in 2012
- Received **Best Code Reviewer of the month** for months Jan-Mar, 2018 from Samsung R&D Institute Bangladesh
- Received **Icon of the month** award 3 times for June 2013, September 2014 and November 2017 from Samsung R&D Institute
- Achieved **Professional level** on Algorithmic Problem solving Test in Samsung R&D Institute Bangladesh
- **Runners up** in Code warriors challenge in 2012
 - For developing mobile solution according to requirement within deadline
- Secured good positions in multiple ACM problem solving contests among around 100+ teams
 - 5th position in *National Collegiate Programming Contest* 2010
 - 15th position in *International Collegiate Programming Contest*, Dhaka Regional, 2010
 - 16th position in *International Collegiate Programming Contest*, Dhaka Regional, 2011

Skills

- Mobile OS and other platform/frameworks: Android, iOS, AllShare, IoT
- Basic game development with Unity 3D
- Languages: Java, C/C++, Python, R, Objective C, Swift, C#, SQL
- Libraries: OpenGL, OpenCL, Skia, LibGDX, GearVR Framework