# Md Ashaduzzaman Rubel Mondol

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## Education

**PhD in Computer Science**                                                                **2019 - Present**
   University of Texas at Arlington

                                                                                                                 **2008 - 2012**

**B.Sc. in Electrical and Telecommunication Engineering**
   Southeast University, Bangladesh
   CGPA- 4.0 on scale of 4.0

## Work Experience

**University of Texas at Arlington**                                                    **2019 - Present**
   Working as Graduate Teaching Assistant

**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 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 (Artecture)
     Bitmap engine is a bitmap based 2D drawing engine which is used to develop canvas based drawing/art application. The Artecture app is available in playstorte.
     - Worked on Core engine and SDK design and development. Different drawing tool algorithms development 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

- US patent application on "***Collaborative drawing method and electronic device therefor***". Which was basically a method for implementing real-time collaborative drawing from multiple mobile devices over network.
  - · *https://patents.google.com/patent/US20170123648A1/en*

## Research Interests

- Machine Learning
- Artificial Intelligence
- Computer Vision
- Natural Language Processing
- Data Mining and Big Data

## 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
  - · $5^{th}$ position in *National Collegiate Programming Contest* 2010
  - · $15^{th}$ position in *International Collegiate Programming Contest*, Dhaka Regional, 2010
  - · $16^{th}$ position in *International Collegiate Programming Contest*, Dhaka Regional, 2011

## Skills

- Languages: Java, C/C++, JNI, Objective C, Swift, Python, SQL
- Mobile OS and other platform/frameworks: Android, iOS, AllShare, IoT
  Libraries:OpenGL, OpenCL, Skia, LibGDX, GearVR Framework

## Academic Activities

- Developed Search Engine project using *TF-IDF* and a Text Classifier using *Naïve Bayes classification* with Python, Numpy for Data Mining course work. Also worked with Scikit Learn for classification.
- Trained junior students on different problem solving techniques.
- Participated in Voluntary Computer club activities.
- Developed "Matrix Calculator" for different Matrix operations using Java as project work.