

Md Ashaduzzaman Rubel Mondol

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Education

PhD in Computer Science

University of Texas at Arlington

2019–Present

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

Working as Graduate Teaching Assistant

2019–Present

Samsung R&D Institute Bangladesh

Designation: Staff Engineer

Currently working as Project Leader of Social Platform for iOS.

2012–2019

Responsibilities include – project and team management, Software design, architectural implementation and feature development, R&D on new ideas, collaborating with overseas teams (Onshore, offshore)

Projects:

- Samsung Social Platform for iOS
A cross platform, multi-device experience SNS platform for iOS.
 - Working on design and implementation of architecture and features along with project management.
- 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 (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. 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.

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
 - 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

- 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.