






Sathy Akter

CSE Fresher

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Key Skills

Professional

- **Programming Languages:** C, C++, Python, Java, JavaScript, Laravel, Solidity and Assembly Language.
- **Framework:** Django (Python), Vue.js, Nuxt.js, Vuetify and Unreal Engine (Game)
- **Database:** MySQL, PostgreSQL
- **Web Scrape:** Scrapy (Framework-Python)
- **Skills:** Graph theorem, Data-structure and algorithms, Image Processing, Machine Learning, Arduino.

Personal

- Have the skills in business and correspondence as well as writing report
- Strong Analytical and Interpersonal skills
- Team player and leadership skills, keen to take responsibility
- Ability to pick new ideas and Leadership
- Well Presentation skill

Education

- 2018 - 2022 • Bachelor of Science in Computer Science & Engineering (B.Sc. Eng.)
University of Asia Pacific.
CGPA: 3.57/4.00
- 2015 - 2017 • Higher Secondary Certificate (HSC)
Central Women's College
Dhaka, Board
GPA: 4.50/5.00
- 2010 - 2015 • Secondary School Certificate (SSC)
Banglabazar Govt Girls' High School
Dhaka, Board
GPA: 4.67/5.00

Academic Achievement

- Champion of Intra Department Art Exhibition, 2022
- Acquired 4th position in UAP Inter Department Programming Contest (Junior) – 2018
- Got VC Award two times and Dean Award two times.
- Waiver got in five semesters

Fields in interested

- Software and Hardware
- Research Work
- Dynamic Programming
- Machine Learning
- Image Processing

Projects

Face Recognition (Python): It's also a group project. We setup this code in Raspberry Pi. Picture capture by Raspberry Pi Camera module. My part was to code face recognition through Python. Here is code file: <https://github.com/Sathy77/FaceRecognition-Project.py.git>

Hide Information in Image (Django):
<https://github.com/Sathy77/InformationHidderProject.git>

Tictactoe (Java): <https://github.com/Sathy77/JavaProjectTictactoe.git>

SLON Game (Unreal engine - BluePrint): It is a small portion of an RPG game. There we setup two character (one is main character and another one is boss) and a level. We also setup a fully functional inventory system (health, manna and stamina). It is a team work, my part was making environment (graphics) and storyline.

Here is our game's demo video link:
<https://drive.google.com/drive/folders/17okyH-QXONBthy6-H3KUzIEOvGyzK0mQ?usp=sharing>

Smart Lock (arduino): This lock can protect your cycle from being stolen. If someone cut the lock then it will call the owner. In this project I have added two working state and those are lock state and unlock state. If it's in lock state and someone tries to cut the lock then it will call owner. On the other hand, if the lock is in unlock state, then it won't.

Additional

Product Order Table (Vue.js, Laravel): <https://github.com/Sathy77/Product-Order-Table-using-Computed-and-watch.git>

One & Two way Linklist (c): <https://github.com/Sathy77/Linked-List-C.git>
Linear & Multilinear regression (p): <https://github.com/Sathy77/Machine-Learning.git>

Binary Search, Binary Tree use Linked list, BFS (c):
<https://github.com/Sathy77/Data-Structure-Using-C.git>
Binary Tree, Bicoloring graph use BFS, BFS (cpp):
<https://github.com/Sathy77/Data-Structure-Using-CPP.git>

Pattern, 8 bit number input, prime checker, Fibonacci etc (Assembly):
<https://github.com/Sathy77/Assembly-language.git>