

Sourov Jajodia

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EDUCATION

Bachelor of Science in Computer Science and Engineering

April, 2018- Present

Bangladesh University of Engineering & Technology
Department of Computer Science and Engineering

Level-3, Term-2

Higher Secondary Certificate (HSC)

July, 2015 – July, 2017

Birshreshtha Noor Mohammad Public College | Dhaka Region
Division of Science

GPA: 5.00/5.00

Secondary School Certificate (SSC)

January, 2013 – April, 2015

Ramdeo Bazla Govt. High School | Rajshahi Region
Division of Science

GPA: 5.00/5.00

ACADEMIC PROJECTS

Improvement of TCP Reno Congestion Control Algorithm

February, 2022

Network Simulator 3(NS3), C, Python, GNUPlot

Here I have tried to improve the existing TCP Reno Congestion Control Algorithm. And then compared the throughput, packet losses calculated from the implemented algorithm with the New modified Algorithm. The modified algorithm was tested and simulated using Network Simulator 3(NS3).

Toll Management System (with Unified Payment Integration)

February, 2022

Python, Django REST, React.js, Oracle SQL

[GitHub](#)

Built prototype of a high-performance toll management system following all relevant software development methods with a team of 6 people. Also, went through an extensive requirement analysis and system design phase for developing the said software. Generated the following diagrams in the process: BPMN, Mock UI, Class & Entity Relationship (ER) diagram, Interaction & State Diagram.

Smart Cart

July, 2021

C, AtMega32, Atmel Studio, Proteus 8, Arduino

[Demo Video](#)

Prototyped a working model of smart cart: an autonomous cart that follows a point-of-interest by automatic collision detection and handling. Designed a fully functional software prototype and later built a small working hardware model using ATmega32, Arduino, and other relevant components.

Hotel Management System

December, 2020

Django, Bootstrap, Python, Oracle

[GitHub](#), [Demo Video](#)

Developed a prototype hotel management system on the web with full functionality with a team of 2 people. The database was designed extensively following the relevant ER diagram.

Dynamite District: Java-Based Multiplayer Game

January, 2019

Java, JavaFX

[GitHub](#), [Demo Video](#)

Developed a multiplayer survival and shooting game. Multiple players can connect via a WLAN to create a room, in which a timed match takes place. Built using proper OOP construct, server-client networking and simple graphics. Supports simple physics, collision handling & a 2D map.

Here I developed a simple book shop app, where the customer can create an account, buy books, return books. The owner can add new books in the library, change prices of existing books, see customers list etc.

ACHIEVEMENTS

Government Scholarship, Bangladesh (2015-2017)

For outstanding performance in Secondary School
Certificate Examination

TECHNICAL SKILLS

Languages	Python, C, C++, Shell, Java
Database	Oracle, MySQL
Operating System	Windows, Flavors of Linux (Ubuntu)
Version Control	Git (GitHub)
Frameworks	Django, JavaFX, React.js
Web Technology	HTML, CSS, SASS, SCSS, BootStrap, JSON
Technical Writing	LaTeX, Beamer, OverLeaf
Tools	MS Office Suite (Word, Excel, PowerPoint), Adobe Suite (Illustrator), Visual Studio Code
Problem Solving	CodeForces, SPOJ
Others	NS3, XV6, GNUPlot

LANGUAGES

English	Fluent
Bangla	Native
Hindi	Listening, Speaking