Tahrima Mustafa

2902 3RD PL, Apt# C30, Lubbock, TX-79415

tahrima.mustafa@ttu.edu
Phone: (806)702-5137

Linkedin Profile

Education

Doctor of Philosophy, Computer Science, August 2020, **Texas Tech University**	CGPA: 3.71
Bachelor of Science, Computer Science and Engineering, December 2012, **Military Institute of Science and Technology (MIST)**, Bangladesh	CGPA: 3.30

Professional Experience

November, 2015 to October, 2016	**College of Education, Texas Tech University** As Research Assistant, an NSF funded project of 3D simulation game for 3-7 years old children to grow their interest on STEM areas.
February 2015 - April 2015	**Tiger IT Bangladesh Limited** As Software Engineer
October 2013- January 2015	**Secure Link Services Bangladesh Limited** As Junior Quality Assurance Engineer

Internship

December 2011-December 2011	**Teletalk Bangladesh Limited** As Intern

Projects

Graduate Projects and Research Work:

- Gesture recognition with Dynamic Time Warping (ongoing project)
- Image processing: Face recognition with Eigen faces and Eigen values.
- Design and Implementation of the Second Extended Filesystem (Lustre File System, Ext2, E2fsck)
- Implementing the hand shaking protocol to design distributed system with C++ & CSIM.
- 3D interactive computer simulation game using Unity 3D (ASP.net) and Blender.
- Automatic generation of attacks based on attack graph by using Markov chain and stochastic model.
- Visualization of an Attack graph using Gephi.

Undergraduate Projects and Thesis:

- System analysis, design & development of Office Automation System (using C#, MS SQL Server 2005, Microsoft Visual Studio 2008).
- System analysis, design & development of Osmany Hall Account Management System (using C#, MS SQL Server).
- Development and Modeling of Automatic Fire Alarming System (using C#, AtMega16 microcontroller, IR sensor).
- Design & implementation of 4-bit microprocessor based on MIPS Architecture with two stage pipelining and 28 basic instructions.
- 3D Design of a Restaurant with Animation (using OpenGL & C++).
- A windows based mini compiler implementation using Lex & Yacc.

Skills

- C/C++, C#, Python, Mat lab, CSIM
- Linux
- Microsoft Visual Studio, MS SQL Server, Android Studio
- Unity 3D, Blender for 3D modeling