Shaon Rahman

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EDUCATION

University of Stavanger Stavanger, Norway
M.Sc. in Computer Science Specializing Data Science *Aug. 2019 – May 2021*

Independent University Bangladesh Dhaka, Bangladesh
B.Sc in Comupter Science, Minor in Robotics *Sep. 2012 – Dec 2017*

EXPERIENCE

Intro to Data Science, Teaching Assistant Aug 2020 – Dec 2020
University of Stavanger *Stavanger, Norway*

- Designed final projects for the course
- Reviewed assignments and recorded grades
- Conducted oral exams to validate assignment submissions

Game Programmer Feb 2018 – Apr 2019
Babylon Resources Limited *Dhaka, Bangladesh*

- Worked on a game that has 10,000+ downloads on the play store
- Implemented a realtime player interaction mining system
- Analyzed player interaction data to balance game difficulty and enhance game experience

PROJECTS

Norway historical census data analysis | *Python, Hadoop, Pandas, Geopandas, Matplotlib*

- Collected large amount of semi-structured data from digitalarkivet
- Configured a linux server with Hadoop HDFS and loaded the data into it
- Cleaned and analyzed the data using hadoop map-reduce and apache spark
- Visualized different information acquired from the data on map

FinnScraper: house ads mining from finn.no | *Python, Discord bot, RaspberryPi, TinyDB, Git*

- Developed a finn.no ads scraper to collect data from house ads
- Deployed the scraper on a raspberry pi to collect new data every day
- Implemented data storage system to keep new unique data stored in sd card
- Made a discord bot that sends notification about scraping status and errors every time scraper is run

AR object Placement and Interaction app | *C#, Unity Engine, AR Foundation, Git*

- Developed AR application with common usecases such as placing, interacting manipulating objects
- Followed SOLID principles to make codebase extendable and reusable
- Made custom UX complete with UI animations to demonstrate the use cases
- Implemented object serialization to save and load the objects in the scene to and from memory

More Projects and Details at: *wizdore.github.io/portfolio*

TECHNICAL SKILLS

Languages: Python, C#, C/C++, SQL, Html/Css
Hardware: Raspberry Pi, Arduino, Lego Mindstorm
Softwares: Unity Engine, Git, Linux, Hadoop, ElasticSearch