

Shaon Rahman

 [Wizdore](#) |  [wizdore](#) |  [wizdore.github.io/portfolio](#) |  wizdore@gmail.com |  +47 4636 7473

WORK EXPERIENCE

Software Engineering Consultant @ Bouvet ASA

May 2021 - present

- Developed Industrial automation and IOT solution using Raspberry pis and various sensors and actuators, Used C# .Net Blazor, Python, Javascript, Bash, MQTT.
- Built end to end data pipelines Using Python, PySpark on Databricks, Azure Datalake, Azure synapse analytics, Power BI. Wrote a python library to simplify and automate pipeline processes and conventions.
- Worked on a multi-repo information exchange system using technologies such as C# .Net, Azure CosmosDB, Elasticsearch, Azure Table, Blob, Queue storage and so on.

Teaching Assistant @ University of Stavanger

Jan 2020 - Dec 2020

Have been TA for Intro to Data Science and Database System. Designed and Reviewed assignments and final project, Helped students with the concepts taught in class and with assignments. Assisted the professor with preparation of lecture slides

Game Programmer @ Babylon Resources

Feb 2018 - Apr 2019

Worked on a first person shooter with various game systems and mechanics including Enemy and NPC AI, navigation and map system, various particle effects and various Shaders.

PERSONAL PROJECTS

Norway historical census data analysis

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.

AR Object Placement and Interaction system

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.

Genetic Algorithm to train Neural Network to solve dynamic control

Wrote genetic algorithm to find weights and biases of neural network to solve various openai gym environments. The neural network and Genetic algorithm both is written from scratch. It was done as a group project in one of the course in my masters.

Check out more projects and details at: [wizdore.github.io/portfolio](#)

Even older projects at (not maintained): [wizdore.netlify.app/#portfolio](#)

EDUCATION

2019 to 2021 - M.Sc. in Computer Science Specializing Data Science (dropped out for work)

2012 to 2017 - B.Sc. in Computer Science, Minor in Robotics