Ziadul Hasan

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EDUCATION

- **Khulna University of Engineering and Technology**, Khulna, Bangladesh
  Bachelor of Science in Computer Science and Engineering, Class of 2026
  CGPA: 3.68, Last Semester GPA: 3.83

SKILLS

- **Languages:** C/C++, C#, Java, Python, LaTeX, XML, HTML, SQL

- **Frameworks and Libraries:** React, SDL, CSS, MySQL, JSON

- **Tools and Technologies:** VSCode, Android Studio, Firebase, Visual Studio, Unity, Blender 4.1 3D, Adobe Photoshop, Adobe Premiere, Adobe Audition

- **Skills:** Programming, Animation and Graphics Designing, Mobile and other Software Development, Music, Guitar, Soccer and other Sports, Gaming

- **Soft Skills:** Team Work, Communication, Accountability, Problem Solving, Leadership, Humor, Socializing

AWARDS AND ACHIEVEMENTS

- 17th at National High School Programming Contest, 2017

- 3rd at Bangladesh Mathematical Olympiad National Round, 2014

- 2nd at Bangladesh Physics Olympiad Regional Round, 2017

PROJECTS

- **3D Horror Game**
  - *Description:* A School Horror simulation that is designed following my college campus
  - *Role:* Leading a Duo
  - *Technologies Used:* C#, Unity, Blender
  - *Outcome:* Graphics Designing, Animation, 3D rendering, Game Development
  - *Progress:* Assets and Animations on the making

- **Equation Solver** (GitHub)
  - *Description:* The program is capable of solving linear, non-linear, and differential equations for given values
  - *Role:* Solo Academic Project
  - *Technologies Used:* C/C++
  - *Outcome:* Understanding of Numerical Methods in Computer Science

- **King's Chefs** (GitHub)

- *Description:* A food order billing and management Android application where the application acts as a cashier for the customer and seller.
- *Role:* Solo Academic Project
- *Technologies Used:* Java, Firebase, Android Studio
- *Outcome:* Experience on Android App Development

- **Whack a Mole** (GitHub)
  - *Description:* A typical whack-a-mole game with the creative use of sprites to simulate many different mole face emotions
  - *Role:* Solo Academic Project
  - *Technologies Used:* C/C++
  - *Outcome:* Learned a Lot about Game Development

- **Prison Management** (GitHub)
  - *Description:* A small scale project demonstrating Object Oriented Programming in C++
  - *Role:* Solo Academic Project
  - *Technologies Used:* C/C++
  - *Outcome:* Learned OOP concepts