

K. M. Abesh Ahsan

[✉ abeshahsan2002@gmail.com](mailto:abeshahsan2002@gmail.com)

[📞 017-960-3333-1](tel:017-960-3333-1)

[in Abesh Ahsan](#)

[👤 abeshahsan](#)

[💼 Portfolio](#)

Education

[Islamic University of Technology \(IUT\)](#)

Bachelor of Science in Computer Science and Engineering (CSE)
CGPA: 3.72/4.0

Jun 2021 – October 2025

Gazipur, Bangladesh

Experience

[Battery Low Interactive](#)

Oct 2024

During my industrial training as a Game Developer Trainee, I learned to conceptualize and program games from inception using Unity and C#. I engineered several mini-games to grasp mechanics, scoring algorithms, and physics-driven interactions. For my final project, I developed a 2D centrifugal-force game in which players maneuvered a stone to strike targets, implementing custom game logic, score tracking, and responsive UI components. I also integrated animations, curated assets, and designed scenes. I also explored the fundamentals of AR/VR during that time.

Research

[Weakly Supervised Semantic Segmentation With Image Labels](#)

January 2024 – October 2025

I designed a transformer-based approach to enhance object detail recognition in weakly supervised segmentation. Using UniCL with a Swin Transformer, I improved class activation map (CAM) quality and fine-grained feature extraction via windowed attention. My method incorporated advanced CAM refinement, affinity calculations, and encoder intermediate features. This model generated highly detailed masks for most classes, though accuracy dropped for a few categories like person and chair. Achieving a mean IoU of 50%, the approach delivered substantial fine-grained segmentation improvements, despite being below the state-of-the-art result of 74%.

Skills

Programming Languages: C, C++, Python, Java, C#, Dart, JavaScript, TypeScript, HTML, CSS, Bash, SQL

Frameworks and Libraries: Flutter, React, Next.js, Node.js, Express.js, JavaFX, PyQt6, Bootstrap, Tailwind, Material-UI

Tools and Technologies: Git, GitHub, Docker, Visual Studio, IntelliJ, Unity, JDBC

Databases: SQLite, MySQL, MongoDB

Projects

[ChessDuel](#)

2025 — Next.js, MongoDB, NextAuth, JWT, Socket.io, Redux Toolkit, Material-UI

Real-time Multiplayer Chess Platform — Developed with Next.js and TypeScript using an MVC-style architecture with Mongoose models, service layer, and API controllers. Implemented secure NextAuth OAuth authentication with strict email validation and JWT session checks. Designed for scalability, maintainability, and clean separation of concerns.

[LeetVSCode](#)

2025 — VS Code Extension API, Node.js, React.js, Tailwind CSS

An intelligent task management mobile app with a split-screen interface where the top half displays the visual todo list and the bottom half features a conversational chatbot. Features advanced NLU for natural voice command processing, SQLite database integration for persistent storage, and BLoC state management for real-time synchronization between voice interactions and visual updates.

[Voice Reminder](#)

2025 — Flutter, SQLite, BLoC, Speech Recognition, NLU

An intelligent task management mobile app with a split-screen interface where the top half displays the visual todo list and the bottom half features a conversational chatbot. Features advanced NLU for natural voice command processing, SQLite database integration for persistent storage, and BLoC state management for real-time synchronization between voice interactions and visual updates.

[Photo Wizard](#)

2024 — NumPy, PyQt6

A desktop app with image editing features including crop, resize, blur, sharpen, exposure, brightness, contrast, saturation, warmth, mirror, rotate, and filters. Supports custom filter creation. All processing implemented from scratch using NumPy, without OpenCV or PIL.

[Tilawah](#)

2024 — jQuery, JavaScript, Axios, EJS, Node.js, Express.js, MySQL

A single-page web application (SPA) for listening to Quran recitations from various Qaris. Features include seamless playback with resume support, search by Surah or Qari, favorites, playlist management, and live updates – all implemented using EJS and jQuery without modern frontend frameworks.

Programming Achievements

[IUT Intra First-Year Programming Contest 2021](#)

2021 — 1st out of 32 teams

[CodeRush 1.0: Programming Competition](#)

2023 — 7th out of 37 teams