

# MOHAMMAD ASHFAQUL HASAN

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## EDUCATION

### Bachelor's in Computer Science and Engineering

Bangladesh University of Engineering & Technology

September 2024 - Present

### Higher Secondary Certificate

St. Joseph Higher Secondary School

Session 22-23

## EXPERIENCE

### JOSEPHITE MATH CLUB

**Vice President** 2022-2023

- Successfully organized two national-level and two intra-institutional events (including JMF, JIMF, etc.).
- Drafted and developed the official website of the Josephite Math Olympiad.
- Conducted multiple workshops on problem-solving techniques and mathematical approaches.
- Provided leadership to a team of 100+ students, overseeing event organization and training initiatives.
- Directed the music team in producing the first-ever theme song of the club.

### WORLD CUBE ASSOCIATION

**CUBE MILAO BANGLADESH** CORE ORGANIZER (2022)

- Initiated and organized the first-ever international event post-pandemic, featuring the participation of the first Bangladeshi delegate.
- Successfully managed event sponsorships and overall coordination, ensuring seamless execution.

### MONIPUR SCHOOL & COLLEGE SCIENCE CLUB

**ACADEMIC DEPARTMENT HEAD** 2020-2021

- Organized two national-level events
- Actively engaged in nurturing and mentoring talented students, preparing them for potential success in international competitions.
- Secured and managed sponsorships exceeding BDT 30,000, contributing to the financial success of events.

### ST. JOSEPH HIGHER SECONDARY SCHOOL

**OUTREACH PROGRAM** 2022

- Reached out to a missionary school in Sunamganj, encouraging students to participate in club activities and guiding them on the effective use of technology.

## INFORMATION

Date of Birth : 02 November 2004

Nationality : Bangladeshi

Religion : Islam

Address: Kazipara, Mirpur, Dhaka

## SKILLS

### Programming Languages

Python, C/C++, C#, Java, JavaScript, Git, Assembly

### Framework and Libraries

NumPy, Pandas, React, Tailwind, OpenGL, PyGame, JavaFx, Matplotlib, Django, ModelViewer

### Databases

PostgreSQL, MongoDB

### Tools

VS Code, IntelliJ IDEA, Cursor, Codex, Railway, Jupyter Notebook, Ghidra, IDA, GDB, Unity, StoryBlok, Figma, Photoshop, Illustrator, After effects, Powerpoint

### Development Areas

- Frontend Developer
- UI/Ux Design & Prototype
- 2d/3d Game Development
- Native Application

### Extra Skills

Steganography, Cryptography, Reverse Engineering

### Soft Skills

Critical Problem Solving, Creative thinking, Innovative Design, Project Management, Team Leadership

# PROJECTS

## WAVES UI/UX FULLSTACK

Developed an anonymous messaging platform, inspired by NGL and Chithi.me, with a unique feature that allows selective anonymous conversations—enabling users to choose whom they wish to engage with while maintaining anonymity.

## APOCALYPSE GAME-ENGINE VISUALS LOGIC

Built a 3D game engine from scratch utilizing a 2D renderer with IGraphics (a wrapper of OpenGL2D). The project was designed as an open-world game inspired by GTA and House of the Dead, demonstrating advanced understanding of graphics rendering and game development concepts.

## SHOMONNOY DESIGN MANAGEMENT PLANNING

Planned the user flow and designed the UI for a government-focused application aimed at supporting urban construction and maintenance planning. The platform also integrated citizen participation features to optimize workflows and improve decision-making efficiency.

## PORASHUNA UI/UX FRONTEND MANAGEMENT

Led a team through the full project lifecycle—from planning and design to deployment—of a student-focused productivity web application. The app addresses the challenges students face in managing AI tools, YouTube resources, and tasks by automatically generating learning tasks and aggregating relevant study materials for streamlined access.

## EDUMEET FRONTEND NATIVE IDEA

Contributed to idea development, structural design, and frontend implementation of a comprehensive university course management application. The platform integrates AI-assisted learning support, meeting features, a built-in IDE, and forum functionality, offering a unified solution for managing courses and study materials.

## GAMEBLOK FRONTEND CMS

Developed a game leveraging a CMS-based system, enabling users to add and modify levels dynamically without editing the source code, thereby enhancing accessibility, customization, and user engagement.

## RECENT ACTIVITIES

**FlowTank:** Runners up in business idea competition

**AdMaker Bangladesh:** Made an OVC

**Negotio 2.0:** Participated

## ACHIEVEMENTS

- Divisional Winner, Bangladesh Physics Olympiad (BdPhO) – 2020
- Divisional Winner, Bangladesh Physics Olympiad (BdPhO) – 2023
- Most Asteroids Founder in Bangladesh, International Asteroid Search Collaboration (IASC) – 2020
- Regional Winner, Bangladesh Mathematical Olympiad (BdMO) – 2020
- Regional Winner, Bangladesh Mathematical Olympiad (BdMO) – 2021