

Ahsan Habib

Candidate for FYAT Mentor (Spring 2026)

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Student Information

Student ID: 22201027

Department: Computer Science and Engineering (CSE)

Status: Undergraduate (Final Year)

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Profile

I am a passionate CSE student '&' enthusiast (96+ credits, CGPA 3.71) curious about using my skills to help others. Through my diverse experiences, such as, training at BKSP, competing in arts and chess tournaments, building websites for NGOs, and volunteering as a developer for the BRAC University Cultural Club (BUCuC), I have learned the value of discipline, strategy, and service. I understand the challenges of university life firsthand, and I am eager to share my journey to support new students. My goal is to guide freshers with kindness and practical advice, helping them feel welcome and confident as they find their own path at BRAC University.

Education

- Jan 2022 – **Bachelor of Science in Computer Science and Engineering, BRAC University, Dhaka,**
Present **CGPA: 3.71 / 4.00**
- **Credits Completed:** 96 Credits (as of Fall 2025)
 - **Residential Semester:** Completed Summer 2023 (RS63 batch) at Savar Campus
- 2021 **Higher Secondary Certificate (HSC), Notre Dame College, Dhaka, GPA: 5.00**
Group: Science
- 2019 **Secondary School Certificate (SSC), Satkhira High School, Satkhira, GPA: 5.00**
Group: Science

Professional & Co-Curricular Experience

- 7 Months **Web Developer (Contract), ATMABISWAS (NGO)**
- Hired to design and develop the official website for “ATMABISWAS,” a non-profit organization.
 - Delivered a fully functional site to help them establish an online presence, meeting all client requirements professionally.
- Member **General Member & Technical Support, BRAC University Cultural Club (BUCuC)**
- Active general member participating in club events and cultural activities.
 - Voluntarily developed the backend for the club’s website to help manage events and member data.

- Trainee **Taekwondo Training, BKSP, Khulna**
- Completed a 1-month intensive residential sports training program at the Bangladesh Krira Shikkha Protishtan (BKSP).

Academic & Technical Projects

- Fall 2024 **EdTech Learning Platform (Database System), CSE370 - Database Systems**
- Developed a full-featured education platform similar to buX using **PHP and MySQL**.
 - Designed a complex relational database to manage students, courses, faculty, and enrollment data.
 - Implemented features like course registration, grade viewing, and material uploads, mirroring real university systems.

- Spring 2025 **Resume Screening AI (Machine Learning), CSE424 - Pattern Recognition**
- Built a supervised learning system to classify resumes into occupational categories using **TF-IDF vectorization**.
 - Trained multiple models (SVM, Random Forest, XGBoost) and applied **SHAP Analysis** for explainability.

- Summer 2025 **AI & Graphics Algorithms Repository, CSE422 / CSE423**
- Created and maintained a solution repository for Artificial Intelligence and Computer Graphics assignments.
 - Solved complex algorithms in three languages (**Python, Java, JavaScript**) to help peers understand different implementation approaches.

- Summer 2025 **SafeTails - Pet Safety Platform (Full Stack), CSE470 - Software Engineering**
- Developing a pet rescue platform using **Next.js, TypeScript, and MongoDB** to help find missing pets.
 - Building features like real-time location pinning, user authentication, and vet appointment scheduling.
 - Created a secure multi-role system (User, Vet, Admin) to manage community alerts effectively.

- Fall 2025 **Digital Voting Machine (Assembly Language), CSE341 - Microprocessors**
- Developed a secure voting system using **8086 Assembly** that runs on EMU8086.
 - Implemented admin login, candidate management, and a "one-person-one-vote" security feature.
 - Used low-level interrupts (INT 10h/21h) to create a clean user interface for voters.

- Fall 2025 **Dual-Arduino Tic-Tac-Toe (Embedded Systems), CSE350 - Digital Electronics**
- Built a distributed game system using two Arduino Unos communicating via **UART protocol**.
 - Designed a "Master-Slave" architecture where one board handles game logic and the other controls a 3x3 LED display.
 - Solved complex I/O pin limitations by splitting tasks between two microcontrollers.

Skills

- **Tech:** MERN Stack, PHP, MySQL, Python, C++, LaTeX, Git/GitHub, VS Code.
- **Soft Skills:** Mentoring, Client Communication (NGO Project), Teamwork, Art & Creativity.
- **Languages:** Bengali (Native), English (Professional).

Honors & Awards

- Arts 1st & 2nd Place in Drawing and Art Competitions (School Level)
- Sports 1st Position in Annual Sports; Completed BKSP Taekwondo Training
- Chess 1st Place in Chess several times in School competition