


| 1. Personal Information | | | | |
|--|-----------------------------|--------------------------------|--------------------------------|---|
| Md. | | Hasnain | |  |
| First Name | | Last Name | | |
| 1996-Jan-14 | Bangladeshi | Single | Male | |
| DOB (yyyy-mm-dd) | Nationality | Marital Status | Gender | |
| | | | | |
| | | | | Photograph |
| 2. Educational Background | | | | |
| School Name Address of Institute | Duration (yyyy) – (yyyy) | Department | Major etc. | |
| Patuakhali Science & Technology University, Patuakhali | 4 Years 20014- 2018 | Computer Science & Engineering | Computer Science & Engineering | |
| Govt. Science College, Dhaka | 2 Years 20012- 2013 | Higher Secondary Certificate | Science | |
| Borhanuddin High School, Dhaka | 2 Years 2010- 2011 | Secondary School Certificate | Science | |
| 3. Strengths | | | | |
| <ul style="list-style-type: none"> Have 3months of training in Artificial Intelligence and Machine Learning including Linear Algebra and Statistics. Also have experience of working with neural network, ML model, pytorch, python etc. Developed a game with ML model. Have 4 plus years of experience in Mobile application development using Android, Java, Kotlin, XML, Firebase(FCM, Firestore, Analytics, Crashlytics etc), RxJava, RxAndroid, JetPack(RoomDb, Navigation, Data Binding, WorkManager etc), Unit testing(JUnit, Mockito), Design Pattern(MVP, MVVM), ReactNative Nearly 2+ years of experience in Web application and REST API development using Node.js, Python, Php, Laravel, JavaScript, JQuery, ASP.NET MVC, MySql, MongoDB, SQL Server, Parse Server 300hrs of training on Java, 300hrs of training on Android from LICT-TOP-UP TRAINING. 3 months of internship on Web(Fort-end and backend), API, QA, Mobile App Development, 60hrs of training on Soft-Skill Strong knowledge in using Git, Github, Bitbucket, Gitlab Knowledge of Complex UI, Constraint Layout, build and deploy app in PlayStore Strong knowledge in the project development life cycle and working experience with Agile/Scrum and maintaining Jira Quick learner, good interpersonal skills, willing to take new challenges, good listener & passionate to update knowledge and skills through continuous self-learning Problem solving skills, strong programming skills & able to work under pressure and deliver tasks within the timeline Have the ability to take responsibility, creative thinking, visualizing and observation skill Well organized, energetic, self-motivated team player, team leader, strong work ethics and willingness to work hard to achieve employer objectives | | | | |
| 4. Work Experience | | | | |
| Institute Name Address of | Duration (mm/yyyy) – | Job Tite | Technology / Language | Responsibilities Includes |

| Institute | (mm/yyyy) | | Used | |
|--|-----------------------|-----------------------|--|---|
| Persol Technology Stuff Co., JP Tokyo, Japan | 01/09/2019 to Current | System Engineer | Java, Flutter, JavaScript, HTML, CSS, PHP, GitLab, Jenkins, Jira etc | <ul style="list-style-type: none"> Developing apps and software for different clients Releasing apps on Play Store/App Store Integrating CI/CD Maintaining Jira |
| Styline Collections Ltd. Dhaka, Bangladesh | 04/2019 to 06/2019 | Software Engineer | Kotlin, XML, Android, RxJava, RxAndroid, Jetpack, Firebase, Fabric, ReactNative, gitlab | <ul style="list-style-type: none"> Develop the official Android App for the business of the company Bug Fixing from the existing app built on cross platform using ReactNative. Add some new features on the existing app |
| W3 Engineers Ltd. Khulna, Bangladesh | 02/2018 to 03/2019 | Jr. Software Engineer | Java, Android, Kotlin, XML, RxJava, RxAndroid, Jetpack, Firebase, Fabric, Node.js, Php, Python, RightMesh, gitlab, Agile, Jira | <ul style="list-style-type: none"> Develop various apps using RightMesh Technology Develop "AskIt" Android app. It's a question and answer based app Develop and maintain the Server Side Api for the "AskIt" app using Node.js Building the lunch and snacks maintaining app named "Snacks Ready" for the company. Building and maintaining the Admin panel, API for the "Snacks Ready" App |
| ICT ministry's Android application and Game Development Trainer Khulna, Bangladesh | 03/2018 to 06/2018 | Android Trainer | Java, XML, OOP, Android | <ul style="list-style-type: none"> Train Android application development to the students under ICT ministry's Android application and Game Development Project |

5. Language Skills

| | English | Japanese | Other (Hindi) |
|---------------|------------|------------|-----------------|
| Read | B | C | D |
| Write | B | C | D |
| Talk | B | C | C |
| *Skill Level* | A = Native | B = Fluent | C = Functional |
| | | | D = Basic |

6. Technical Skill

| Programming Language | Skill Level | Web | Skill Level | Database (RDBMS) | Skill Level | QA | Skill Level | Others | Skill Level |
|-------------------------------------|------------------------|------------|-----------------------|------------------|------------------------|----------------|-------------|---------------------|-------------|
| Java | A | Laravel | C | MySQL | B | Test Plan | C | Network Programming | C |
| Android(Using both Kotlin and Java) | A | Node.js | B | MongoDb | C | Test Case Spec | C | GIT | B |
| C | B | JSP | C | SQLite | A | Unit Testing | C | Tensorflow | C |
| C++ | C | HTML | B | Oracle | C | | | Pytorch | C |
| C# | C | CSS | B | SQL Server | C | | | | |
| PHP | B | JavaScript | B | | | | | | |
| Python | A | JQuery | C | | | | | | |
| *Skill Level* | A = Expert in category | | B = Strong Experience | | C = Project Experience | | | D = Basic Knowledge | |

7. Professional Project History

| Begin/End Date (mm/yyyy – mm/yyyy) | Duration (Month) | Project Name | *Process | Technology /Language Used | OS/DB | Job Title | Number of Engineer in the Project |
|------------------------------------|---|--------------|-----------------------|---|---------------------------------|-----------------------|-----------------------------------|
| 02/2019-Now | 7 months | O2O app | 3,4 | Flutter, Kotlin | Mac OS X | System Engineer | 4 |
| 04/2019 – 06/2019 | 3 months | Styline | 1, 2, 3, 4 | Kotlin, XML, RxJava, RxAndroid, Jetpack, Firebase, Fabric | Mac OS X | Software Engineer | 4 |
| 05/2018 – 03/2019 | 10 months | AskIt | 1, 2, 3, 4 | Java, Android, RxJava, JxAndroid, Jetpack, Firebase, NodeJs, MongoDB, ParseServer | Windows | Jr. Software Engineer | 8 |
| 02/2018 – 04/2018 | 3 months | Snacks ready | 1,2,3,4 | Java, Android, PHP, MySql | Windows | Jr. Software Engineer | 3 |
| *Process | 1 = Investigation & Analysis & Basic Design | | 2 = Detail Design | | 3 = Production (Including test) | | 4 = Documentation |
| *Process for QA | q1 = Test Plan | | q2 = Making Test case | | q3 = Testing | | |

8. Academic Project History

| Begin/End Date (mm/yyyy – mm/yyyy) | Duration (Month) | Project Details (Title, Overview, GitHub account) | Technology /Language Used | Your Role (Part of Project) |
|------------------------------------|------------------|--|---|--|
| 01/2017 – 12/2017 | 1 year | Project Title: PSTU result management system Project Overview: Maintaining the enrollment, results of the students and create the final certificates for them. Project Link: https://github.com/arhanashik/PRMS | ASP DOT NET MVC, SQL Server, Crystal Report | Total number of Members: 3 Name of Part: Analysis, Planning, Design architecture, coding, testing My role: In All of the parts and also leading the team |
| 01/2016 – 01/2017 | 1 year | Project Title: Class Schedule Project Overview: Maintaining the schedules, changes, routines of the classes. Creating own groups for the batches. Group and single chat between students and teachers. Project Link: https://github.com/arhanashik/Android-Projects/tree/master/ClassSchedule | Java, Android, SQLite, Firebase, Php, MySql | Total number of Members: 1 Name of Part: Analysis, Planning, Design architecture, coding, testing My role: In All of the parts |

9. Duration of Total Working Experience

Total = More than 2 years of profession experience

10. Code Contest / Online Contest / Online Skill Judgement Achievement

| Date (mm/yyyy) – (mm/yyyy) | Contest name / Skill Judgement name (ID) | Result(rank, solved count) | Technology Used /Framework/ Language |
|----------------------------|--|----------------------------|--------------------------------------|
| 12/2016 | Victory Day Programming Contest, PSTU | 1 st Runners Up | Windows OS, Using Language: C |
| 09/2015 | NCPC(National Collegiate Programming Contest) 2015 | Participant | Windows OS, Using Language: C |

11. Private GitHub Account

<https://github.com/arhanashik>
(total 111 projects)

12. Other Achievement (Certification or Private project or else)

- Project title: THINKnDraw
 Overview: An android game using Artificial Intelligence and CNN model. This is a drawing game where user can draw a given object and the trained model checks the accuracy.
 Total members: 2
 My Role: Leading the team. Designing, analysis and working on both ML model and mobile app. Maintaining the server.
 Technology Used: CNN, Python, Kotlin, XML, Google Firebase, FCM
 Github link - Model: <https://github.com/arhanashik/THINKnDRAW.git>
 Github link – App: https://github.com/arhanashik/THINKnDRAW_Android.git
 App link: <https://play.google.com/store/apps/details?id=com.workfort.thinkndraw>