# Abdullah Al Mahmud

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December 2014 – March 2019 (expected date)

B.Sc. in Computer Science & Engineering, 3.07/4.00, Khulna University



Mobile Development Android

Languages Bengali, English(Basic)

Programming Languages C, C++, Python, Java, JavaScript, PHP

Video Game Development Unity

Web Technologies CSS3, Express.js, HTML5, jQuery, Node.js, Pug, SQL, WordPress

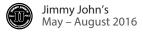
# **(**) EXPERIENCE



# Full Stack Engineer - Boise, ID

I create and maintain software for clients ranging from small businesses to enterprise corporations.





#### Frontend Developer - Boise, ID

- Wrote advanced data import/export feature with data mapping and optional parameters
- Created drag-and-drop user interface element to allow items to be reordered within web app
- Redesigned and optimized database schema



### iOS Developer - Boise, ID

- Developed the world's leading and award-winning ski/snowboard tracking app
- Updated SNOCRU to version 3.0 with a major user interface redesign
- Refined tracking algorithm to substantially improve accuracy and performance
- Implemented interactive heat mapping to visualize speed and density
- Added Apple Watch and Pebble Smartwatch compatibility



Hewlett-Packard July – October 2014

## Software Development Intern - Boise, ID

Worked on a real-time collaboration tool between the Boise and Rio de Janeiro office using AngularJS, C#, and the Google Chrome Developer Tools.



OFFTHEFIELD March 2013 – July 2014

# Full Stack Developer - Meridian, ID

Designed and implemented an iOS application to view two videos side-by-side, stacked, overlaid, or windowed, with intricate drawing and time-control tools to visualize athlete progression.