





Abdullah Al Mahmud

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EDUCATION

December 2014 – March 2019
(expected date) B.Sc. in Computer Science & Engineering, 3.07/4.00, Khulna University

SKILLS

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.

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Jimmy John's
May – August 2016

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



SNOCRU
March – September 2015

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.