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Hasin Ishrak

Aspiring Software Engineer

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EDUCATION

Bachelor of Science, Computer Science, University of Manitoba

Sep 2019 — Dec 2023 (exp.)

- Specializing in **Software Engineering** and **Database System**
- **Selected Coursework:** Analysis of Algorithms, Analysis of Algorithms and Data Structure, Object Orientation, Databases Concepts and Usage, Software Engineering I, Computer Systems, Computer Organization, Introduction to Data Science, Introduction to Artificial Intelligence, Introduction to Data Mining, Software Engineering II, Database Implementation, Distributed Systems, Operating Systems

Bachelor of Science, Computer Science And Engineering, North South University (later transferred)

May 2017 — Apr 2019

- **Selected Coursework:** Computer Programming I, Computer Programming II, Discrete Mathematics, Electrical Circuits I, Electrical Circuits II

SKILLS

Coding Technologies Java, C/C++, Python, R, C#, HTML5, CSS, Bootstrap, PHP, JavaScript, React
Others MySQL, Prolog, MongoDB
Android, Technical Writing, Git & GitHub, Teamwork, Problem-solving

PROJECTS

Game Rating System, Android Application

May 2022 — Aug 2022

github.com/ishrakHP/Software-Engineering-1

- Developed (as a group) a complete, self-contained Java Android application where people can find ratings, reviews and information about a game and give ratings and reviews as well.
- The software includes a graphical user interface, a database for storage, and some data processing. The goal was to produce a solid, well-written, real-world application. Followed agile software development life-cycle as SDL model and three layered architecture as system-architecture for this project.
- Tools used: Java JDK (SE), Android Studio, Git version control system, Android SDK, HSQLDB database management system, JUnit testing framework for unit and integration testing, Espresso UI-testing framework for automated acceptance testing.

Personal Website, Web Project

Jan 2023 — Feb 2023

hasinishrak.com

- Developed a simple responsive website to showcase my personal information, skills and projects.
- Tools used: HTML, Cascading Style Sheets (CSS), Bootstrap, JavaScript.

Data Science Project, Data cleaning, analyzing and presenting

Jan 2021 — Apr 2021

github.com/ishrakHP/Data_Science_Project/blob/main/Project-Covid-19-Vaccination-progress.pdf

- Used the COVID-19 vaccination data of the world and web-scraping techniques to find answers to some of our key analysis questions related to COVID-19 vaccination progress around the world.
- Used techniques of data cleaning, data analyzing and data presentation.

EXPERIENCE

Floor Clerk - Office Assistant 1

Aug 2021 — present

[Bookstore - University of Manitoba](#)

University Centre, 140 UMSU, 65 Chancellors Cir, Winnipeg, MB R3T 2N2

- Developed problem solving skills by providing knowledgeable and courteous customer service on the text book selling floor and over the telephone.
- Enhanced communication skills by answering inquiries regarding course textbook requirements, status of book orders, and availability of course materials.
- Gained organizational skills by Stocking, monitoring and cleaning of shelves.

ACCOMPLISHMENTS

Problem Solving, Programming contests

2019

- Ranked 17th out of 85 participants at the University of Manitoba Annual Programming Contest - 2019.

INTERESTS

Problem Solving

- Solved over 200 algorithmic and data-structure based problems on different online-judge sites such as Leetcode, Codeforces etc.