Istiak Bin Mahmod

Software Engineer

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#19 Nur Fateh Lane, Lalbagh, Dhaka, Bangladesh

Education

May 2023 | **Bangladesh University of Engineering and Technology (BUET)** — **Dhaka, Bangladesh**
Apr 2018 | Bachelor of Science in Computer Science and Engineering

2017 | **Chittagong College** — **Chittagong, Bangladesh**
Board of Intermediate and Secondary Education, Chittagong

2015 | **Chittagong Government High School** — **Chittagong, Bangladesh**
Board of Intermediate and Secondary Education, Chittagong

Technical Skills

Languages: Python, C, C++, Java, HTML5, CSS, Bash
Frameworks: React.js, Node.js, Django, Spring Boot
Databases: Oracle PL/SQL, MySQL, MongoDB
Miscellaneous: Git, Github, LaTeX, NS3, PacketTracer, Wireshark

Experience

Present | **Computer Network Systems Limited (CNS)** [🌐] — **Dhaka, Bangladesh**
Jul 2019 | *Assistant Software Engineer*

Publications

U.T.= Undergraduate Thesis

[U.T.] **Knowledge Graph-Based Categorization of Newspaper Articles in a Newspaper Corpus**
Istiak Bin Mahmod, Soham Khisa | Advisor: Dr. Muhammad Masroor Ali
[Paper]

Projects

Moodle LMS
Tools & technologies used: ReactJS, NodeJS, ExpressJS, MongoDB

› We developed a Moodle LMS (Learning Management System) for our software engineering project. We utilized the MERN stack (MongoDB, Express, React, Node) to develop a web-based LMS platform. This website was inspired by `https://moodle.cse.buet.ac.bd`. Check this project on Github . The demonstration is available here.

Blood Donating Platform
Tools & technologies used: Django, Javascript, HTML, CSS

› We designed and developed a blood donation app as an undergraduate project. The website allows users to sign up as donors, specify their blood type, and provide their contact information. When a blood drive or a hospital requests blood, the app sends notifications to eligible donors in the area, allowing them to quickly and easily respond to the call for donation. Check this project on Github.

Retro Shooting Game
Tools & technologies used: C++, ATMega32

› We built a retro shooting game using C++ and the ATMEGA32 microcontroller. This game features 2D graphics, simple and fast-paced action, and a focus on high scores and player skill. The goal is usually to achieve the highest score possible, either by surviving for as long as possible or by collecting points for defeating enemies. Check this project on Github. The Demonstration is available here.

Scholarships and Certificates

› University Merit Scholarship (1st & 2nd Semester)
› Board Scholarship in Higher Secondary School Certificate Examination.
› Board Scholarship in Secondary School Certificate Examination.
› Bangladesh Chemistry Olympiad Division (3rd | Chattogram)