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Academic Details:

SL	Certification Name	Discipline /Major	School/College/ University/Institute Name	Current Status	Result in CGPA till Last Semester	Tentative Passing Time (MM-YYYY)
1.	SSC	Science	Narail Govt. High School	Passed	5.00/5.00	01-2012
2.	HSC	Science	Narail Govt. Victoria College	Passed	5.00/5.00	05-2014
3.	B.Sc.	CSE	University Of Dhaka	Passed	3.03/4.00	03-2019

Skill/Knowledge:

SL	Computer Skills/Knowledge	Proficiency Description
1.	Programming Language	C, C++, Java, Python
2.	Programming Framework	Django(Python), Flask(Python), Laravel(PHP)
3.	Operating System	Linux & WindowsOS.

Achievements/Contest Participation [if any]:

SL	Name	Year	Description
1.	ICPC Dhaka Regional	2016	Ranked 127 th

Online Judge & Contest Judge ID(s) [if any]:

SL	Online Judge & Contest Judge Name	ID	Achievement
1.	Codeforces	Jyoti.cse	
2.	LightOJ	Jyotirmay Nag(Captainghost.cod)	
3.	HackerRank	Jyotinag_csedu	30 days of programming, SQL, Python

Professional or Academic Major Thesis:

SL	Topic	Year	Description
1.	d-DeVIS: A Gray Box Interpretable Visual Debugging Approach for Deep Sequence Learning Model	2019	d-DeVIS helps visualize the layer of a Machine Learning Model. The model works with sound data and identify the speech. The user has the freedom to change the sound wave (Crossfade, Repeat etc.) and see how the ML model is predicting the result. Accepted in ICLR-2019.
2.	Multi-level Balanced Caching Approach to Optimize Repeated Subgraph Queries.	2019	Optimizes the Subgraph Isomorphism Problem by implementing a Self-Balancing binary tree. Our Approach outperforms state of the art algorithms (VF2) in repeated subgraph queries.
3.	AbSuQ - Abstract Subgraph Query on scholarly dataset	2019	AbSuQ works with the DBLP dataset. DBLP is a scholarly dataset and produce a rather complicated network graph. We implemented AbSuQ that can take an abstract subgraph as input and show all matching graphs.

Professional or Academic Major Project(s):

SL	Topic	Year	Description
1.	Catch the Apple: Game Project	2015	The game was build using BGI graphics and C. We used the BGI header file to implement the game from scratch. In the game there was a basket to catch the randomly falling apples and termination point was how many times a player fails to catch an apple. We used predefined function of BGI graphics. Platform: Desktop Application Language: C
2.	Unit Converter	2016	We implemented different unit conversion feature using Object Oriented Principles (OOP). We implemented around 10 unit conversion features. Example: KG -> lb. Meters -> inch Celsius-> Fahrenheit etc. Platform: Desktop Application Language: Java
3.	BDRentals	2017	We addressed the most common problem for most of the 1 st year students and newcomer in Dhaka city, finding accommodation. Our project was to make a website using the Software Design Pattern to build a platform for

			<p>those who are looking for a place and also renting their own home.</p> <p>Platform: Website</p> <p>Language: Django</p>
4.	Bangla Type Racer	2018	<p>We developed a website similar to Typeracer.com, But we implemented it for Bangla. The original website let a user practice his/her touch typing skills by providing the user with a short paragraph and recording his/her typing speed. We saved several Bangla paragraphs for the users to practice Bangla touch typing.</p> <p>Platform: Website</p> <p>Language: PHP, JavaScript, JQuery, HTML, CSS</p>