SYED AL MAHMUD

Computer Science Engineer
Specializing in Software Development

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GitHub | LinkedIn |Portfolio

Computer Science graduate from AIUB with hands-on experience in C++, Java, python and game development using OpenGL. Skilled in building efficient algorithms and interactive applications, with a solid background in software engineering, database systems, and diverse programming paradigms.

EDUCATION

American International University-Bangladesh
January 2023 – December 2026

B.Sc. in Computer Science & Engineering

Sherpur Govt. College, Sherpur
July 2019 – December 2021

Higher Secondary Certificate (HSC)

PROJECTS

OpenGL Project
Technologies: C++, OpenGL, 3D Graphics, GLSL.
"Late Again!" is a 2D OpenGL game where players help a student dodge traffic to reach class, applying core graphics and game development concepts.
View Project->

ATM Management System
Technologies: C#, .NET, SQL, Database Design
A simple ATM Management System with proper Database and using C-Sharp.
View Project->

OG-CloudPlay
Technologies: JavaScript, HTML, CSS, Offline First.
CloudPlay is a browser-based offline gaming hub featuring classic mini-games like Snake, Tic Tac Toe, Pong, and more — all playable without internet.
View Project->

HARD SKILLS

- C++
- Python
- Object Oriented Programming
- HTML, CSS, Java Script
- Database Management (MySQL)

SOFT SKILLS

- Leadership
- Problem Solving
- Project Management
- Product Development

INTERESTS

- Game Development
- Systems Programming
- Mobile App Development
- Web Development & UI Design
- Open-Source Contribution

ACHIEVEMENTS

- 1st Place in University Physics Poster Contest

LANGUAGES

- Bangla
- English