

# Mirza Naeem Beg

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## SUMMARY

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Dedicated Computer Science & Engineering undergraduate with a strong foundation in programming, data structures, and algorithms. Want to explore various core branches of Computer Science, including Problem Solving, AI/ML, Web Development, Mobile App Development, Cybersecurity, Databases and Computer Networks. Experienced in web development, mobile app development, and database management. Seeking opportunities to apply technical skills and contribute to innovative projects in the tech industry.

## EDUCATION

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### AHSANULLAH UNIVERSITY OF SCIENCE AND TECHNOLOGY

Dhaka, Bangladesh

B.Sc. in Computer Science & Engineering  
Current CGPA: 3.0+ / 4.0

Expected Mar 2026

### MYMENSINGH GOVERNMENT COLLEGE

Mymensingh, Bangladesh

Higher Secondary Certificate (HSC)  
GPA: 5.0 / 5.0

2020

### PROGRESSIVE MODEL SCHOOL

Mymensingh, Bangladesh

Secondary School Certificate (SSC)  
GPA: 5.0 / 5.0

2017

## TECHNICAL SKILLS

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- Programming Languages: C, C++, Java, Python
- Web Technologies: HTML, CSS, Bootstrap, PHP
- Mobile Development: Flutter, Dart
- Databases: MySQL, Microsoft SQL Server
- Version Control System: Git, GitHub
- Other: Firebase, JavaSwing

## UNIVERSITY PROJECTS

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### BechaKena.Com (E-commerce Platform with Auction Feature)

CSE3100, 2024

- Developed a full-stack e-commerce platform with integrated auction functionality
- Technologies used: HTML, CSS, Bootstrap, PHP, MySQL
- Implemented real-time bidding and robust back-end management
- <https://github.com/naeembeg/CSE3100-SD-IV>

### TrendWave (TikTok Clone)

CSE2200, 2024

- Collaborated on developing a mobile application replicating key TikTok features
- Technologies used: Flutter, Dart, Firebase
- Contributed to UI/UX design and Firebase integration

### Railway Ticket Management System

CSE2100, 2023

- Created a JavaSwing-based ticket booking system with MySQL backend
- Applied object-oriented principles and GUI design

### DoomExploder (Action Game)

CSE1200, 2022

- Developed an interactive game using C/C++ with iGraphics framework
- Contributed to collision logic, sound implementation, and graphics

## COURSEWORK

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- Elementary Structured Programming
- Object-Oriented Programming
- Data Structures
- Algorithms
- Numerical Methods
- Software Development I-IV
- Mathematical Analysis for Computer Science
- Database

## CERTIFICATIONS & LEARNING

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- Code in Place 2024, Stanford University (Completed) [<https://codeinplace.stanford.edu/cip4/certificate/ct21d8>]
- Python Basics and OOP, HackerRank (Completed) [<https://naacembeg.github.io/learnings.html>]
- Machine Learning by Andrew Ng, Coursera (Planned)
- Full Stack Open, University of Helsinki (Planned)

## SOFT SKILLS

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- Problem-solving
- Effective communication
- Teamwork and collaboration
- Analytical thinking

## LANGUAGES

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- Bengali (Native)
- English (Proficient)