Mirza Naeem Beg

Dhaka, Bangladesh | mirzanaeem278@gmail.com LinkedIn: linkedin.com/in/mirza-naeem-beg | GitHub: github.com/naeembeg Website: naeembeg.github.io

SUMMARY

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

AHSANULLAH UNIVERSITY OF SCIENCE AND TECHNOLOGY

Dhaka, Bangladesh

B.Sc. in Computer Science & Engineering

Current CGPA: 3.0+ / 4.0

Expected March 2026

MYMENSINGH GOVERNMENT COLLEGE

Mymensingh, Bangladesh

2020

GPA: 5.0 / 5.0

PROGRESSIVE MODEL SCHOOL Secondary School Certificate (SSC)

Higher Secondary Certificate (HSC)

Mymensingh, Bangladesh

2017

GPA: 5.0 / 5.0

TECHNICAL SKILLS

• 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

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

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

CERTIFICATIONS & LEARNING

- Code in Place 2024, Stanford University (Completed) [https://codeinplace.stanford.edu/cip4/certificate/ct21d8]
- Python Basics and OOP, HackerRank (Completed)

[https://naeembeg.github.io/learnings.html]

- Machine Learning by Andrew Ng, Coursera (In Progress)
- Full Stack Open, University of Helsinki (Planned)

SOFT SKILLS

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

LANGUAGES

- Bengali (Native)
- English (Proficient)