Md. Mohib Hossain

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Summary — I am a dedicated professional with a strong interest in expanding my skills across various fields. Currently, I work as a Software Development Engineer 2 at IQVIA, with two years of hands-on experience in cloud data warehouses and ETL pipelines. I am eager to continue learning and applying my expertise in new and diverse contexts.

Work Experience

IQVIA   **May 2022 – Present**

Software Development Engineer 2   *Jan 2024 – Present*
 – Designed and developed ETL scripts for client databases.
 – Designed and developed automation process for ETL pipelines in DataIKU.
 – Developed POC (Proof of Concept) databases and KPI dashboards for client demonstration.

Software Developer   *May 2022 – Jan 2024*
 – Maintained dev/qa databases for development and POC purposes.
 – Maintained user permissions and policies for development databases.
 – Maintained documentation for database structure and user provisioning.

Research Experience

Enhancing Automated Program Repair through Fine-tuning and Prompt Engineering   arXiv
Machine Learning, Prompt Engineering, Software Engineering
 – Undergraduate thesis project under supervision of Prof Dr. Anindya Iqbal.
 – We fine-tuned two state of the art language model PLBART and CodeT5 and compared their performance on program repair capability for a dataset with the code review given in Natural Language.
 – We further compared performance of two generative language model Codex and GPT-3.5-Turbo using zero-shot and few-shots learning-based prompt engineering on the same dataset.

Education

Bangladesh University of Engineering and Technology   **Feb 2017 – May 2022**
Bachelor of Science in Computer Science and Engineering, CGPA:3.59/4.00

Technical Skills

Languages	SQL, Python, C/C++, Java, Javascript, Bash	**Library**	NumPy, Pandas, PyTorch, Matplotlib
Database	SQL Server, PostgreSQL, Oracle	**Frameworks**	JavaFX, Node.js, Angular
Cloud	AWS, S3, Snowflake, Firebolt	**Miscellaneous**	Git, LaTeX, Overleaf

Academic Projects

Ride Sharing App - Take ME   GitHub
NodeJS, MongoDB, Android Studio
 – Implemented a back-end server system to simulate a ride sharing app.
 – Implemented logic for ride matching, price calculation and other basic features.
 – Implemented API calls to communicate effectively with the Front-end mobile application.

Ray-Tracing   GitHub
C/C++, OpenGL
 – Implemented basic ray tracing logic with OpenGL and C/C++ with multiple objects like sphere, cubes and with multiple colors.

TCP Reset Attack on Video Streaming Service   GitHub
C++
 – Implemented TCP Reset Attack using ARP Spoofing and RST Packet Spoofing technique.
 – The tool is written in C++ and built using libtins library.

AES Simulation   GitHub
Python
 – Implemented Advanced Encryption System using different key lengths of 128, 192, and 256.

Line of Action   GitHub
Java, JavaFX
 – Implemented Adversarial Search in a Line of Action Game.
 – Implemented game interface using JavaFX.