Md. Mohib Hossain

J +8801521429884 — ■ mohib18169@gmail.com — m Mohib Hossain mohib181

Summary — I am a dedicated professional with a strong interest in expanding my skills across various fields. Currently, I am working 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

IOVIA May 2022 - Present Jan 2024 – Present

Software Development Engineer 2

- 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

Database SOL Server, PostgreSOL, Oracle **Cloud** AWS, S3, Snowflake, Firebolt

Library NumPy, Pandas, PyTorch, Matplotlib **Frameworks** JavaFX, Node.js, Angular Miscellaneous Git, LTFX, 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

- 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.

GitHub Line of Action

Java, JavaFX

- Implemented Adversarial Search in a Line of Action Game.
- Implemented game interface using JavaFX.