

Md Bulbul Sharif



CONTACTS



WEBSITE

<https://msharif42.github.io/>



LINKEDIN

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EMAIL

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SKILLS

- Java
 - C, C++, C#
 - Python, R
 - OpenMP, MPI
 - CUDA (GPU)
 - MySQL, Oracle
 - Android Application
 - Parallel Programming
 - High Performance Computing
 - Machine Learning
 - Data Mining
 - Game Development
 - Unity3d
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- Problem Solving
 - Application Testing
 - Bug Resolution
 - Application Design
 - Product Release
 - Work Under Pressure
 - Decision Making
 - Time Management
 - Continuous Learning
 - Adaptability
 - Self-motivation
 - Teamwork

OBJECTIVES

Skilled developer and researcher enthusiastic about supporting advancements in application development. Looking for opportunities to develop skills, gain exposure to real-world experience, and explore career paths to software development.

EDUCATION

- Graduate Studies (**PhD**) in Computer Science, 2017 – 2022 (Expected), GPA – **4.0**
Tennessee Tech University, Cookeville, TN, United States
- **BSc** in Computer Science & Engineering, 2011 – 2016, GPA – **3.4**
Bangladesh University of Engineering & Technology, Dhaka, Bangladesh

WORK EXPERIENCES

- **Research Intern**, Oak Ridge National Laboratory, Oak Ridge, TN, United States, 2019
The internship was devoted to study and develop a large-scale, high-resolution flood simulation model (TRITON) using CUDA, OpenMP, and MPI. This research contributed to the multi-year research collaboration between ORNL and the Air Force for predictive hydrologic and flood modeling capabilities to support the long-term Air Force mission. During the appointment, I accessed and gained experience from high-performance computing using the state-of-the-art DOE Leadership Computing Platform.
- **Android Developer**, Reve System Ltd, Dhaka, Bangladesh, 2016 – 2017
Designed and built advanced VOIP applications for the Android platform and collaborated with cross-functional teams to define, design, and launch new features. Tested code for robustness; executed edge case, usability, and general reliability analysis. Fixed bugs and improved application performance. I have partnered with artists, QA, and backend developers to maintain best practices.
- **Student Volunteer**, SC18 & SC20 Conference, Dallas & Atlanta, United States, 2018 & 2020

ACCOMPLISHMENTS

- Best paper award of PASC 2020 conference, Switzerland.
- Best paper and Best presenter award of ICCIT 2018 conference, Dhaka.
- Eminence Awards 2019 from Tennessee Tech University for The Doctor of Philosophy Best Paper of Computer Science Department.
- Lead developer of TRITON (<https://triton.ornl.gov/>)
- Developed and published six games on Google play store and one game in Microsoft store.
<https://play.google.com/store/apps/developer?id=Knight%27s+Cave>
<https://www.microsoft.com/en-us/p/29-card-game/9nblggh2wdtn>

PUBLICATIONS

- "Performance Evaluation of a Two-Dimensional Flood Model on Heterogeneous High-Performance Computing Architectures." PASC Conference, 2020.
- "High-performance computing in water resources hydrodynamics." Journal of Hydroinformatics (2020).
- "Assessing Modality Selection Heuristics to Improve Multimodal Machine Learning for Malware Detection." The Thirty-Third International Flairs Conference, 2020.
- "A System for Performance Porting of Iterative Structured Grid Applications in HPC Environments." 2018 21st ICCIT. IEEE, 2018.

Complete List: <https://scholar.google.com/citations?user=xe2LRGsAAAAJ&hl=en>