Curriculum Vitae
Sabbir Ahmad

Personal Data

Date of Birth	19. February 1986
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Education

10/2010 - 8/2015	**Masters** in **Digital Media(Medieninformatik)** from **University of Bremen** (Final Grade 2.3 out of 1) Master Thesis: "Using Mixed Reality Game mapping motion trajectories to everyday activities" [Bitbucket]
02/2005 - 08/2009	**Bachelor** in **Computer Science & Engineering** from Chittagong University of Engineering & Technology, Chittagong, Bangladesh (Final Grade 3.12 out of 4) Bachelor Thesis: "Developing a Framework for Bi-lingual information retrieval (BLIR)"

Work Experience

04/2016-bis jetzt	**Carano Software Solutions GmbH** Software Developer
12/2015-02/2016	**3YOURMIND GmbH, Berlin (Software Intern)** Task: Written multithreaded JUnit test for RESTful API in Backend using Java 7, JUnit 4.12 and Spring Framework for continuous integration using Jenkins.
10/2013-03/2014	**28Apps UG, Bremen (Student Job)** Task 1: Developed an android apps **MiniGolf**, which can be used as a scorecard while playing Golf. Besides working as a scorecard this application can also give you information about playing rules, how to select shots with instructions and photos. Apart from that, it can be used to locate Golf course locations through Google Map and integrated photo feature which can capture scorecard to share through social media. Task 2: Developed database transaction using PHP and MySQL for a web development project.
11/2012- 03/2013	**SFB/TR 8 Spatial Cognition, University of Bremen (Student Job)** Task: Created a data visualization toolkit to apply formal spatial,

05/2012–08/2012	temporal and abductive reasoning for the automated derivation of explanations within a dynamic spatial setup. Data visualization was done by Processing 1.5.1 and GStreamer Video library. [link]
	Bremer Institut für Produktion und Logistik GmbH (BIBA), Bremen (Student Job) Task 1: Programmed a GUI platform using Qt for a touch panel for a automatic measurement system. [link] Task 2: Implemented a tool using Qt for labeling image data to train a smart algorithm in the field of surface analysis.
7/2010–5/2011	**German Aerospace Center(DLR), Bremen (Student Job)** Task: Tested RODOS (Real Time Dependable Operating System) for different platform such as microcontroller and implemented UART communication using C++ for ARM V7.

Master Project

04/2011-3/2012	The research goal of this **Master Project: GABI** was to design, implement and test an immersing exercise game for indoor biking, which supports virtual game mechanics to fulfill physical training goals and requirements and to ensure entertaining and challenging user experience. Here, I have designed our hardware and software component for our fitness bike. [link]

Languages

Englisch	Fluent
Deutsch	Conversational level

Technical Skills

Programming Languages	Java, C++, XML, HTML5, Python
Frameworks	J2EE, Spring, Hibernate, Qt, Android, Processing, OpenCV, JSON
Database	MySql, Sqlite
IDE	IntelliJ, Eclipse
Software testing and build automation tools	JUnit, Selenium, Cucumber, Jenkins, Maven
Version Conrol	Git, Bitbucket
Project Management	Jira, Redmine

Publication

A collaborative course work got published as a chapter " *Evaluating Ubuntu Unity's User Experience"* in book "Research in Media Informatics on Advanced User Interfaces" by Dennis Krannich in 2012.