




 250/3, Muradpur
Hazi Lal Mia Sarkar Road
Jurain, Dhaka - 1204

 (+880)1675340238

 nazmulislamanto@gmail.com

 /nazmulislamanto

 /niananto

 niananto.github.io

ABOUT ME

I am a passionate and enthusiastic learner carrying the emblem of positivity and motivation. I work diligently both individually and in teams generating a plethora of creative ideas.

I always go the extra mile to deliver the most creative, innovative and top-notch performance.

I am always inspired by career growth opportunities and can easily adapt to a new environment.

SKILLS

- C++, Java, Python
- HTML5, CSS, Bootstrap
- NodeJS, ReactJS, Material UI
- Oracle, PostgreSQL, MongoDB

MD. NAZMUL ISLAM ANANTO

4th Year Undergraduate, CSE, BUET

EXPERIENCE

2022-Current Research Assistant, IWFM, BUET
Working on an Early Warning System for River Erosion-prone areas. Developed the Web Application for this purpose.
[Details of the Project]

INTERNSHIP

May - June 2023 Machine Learning Intern, Era-InfoTech Ltd
Completed the Internship virtually on the [vinternship.org](https://www.vinternship.org) platform, organized by eSRD Lab, BUET.
[Code]

UNDERGRAD THESIS

2023-Current Under Supervision of Mohammed Eunus Ali
Can Large Language Models Solve Spatial Popular Path Problem?
Evaluate LLMs' accuracy in solving geospatial learning problems. Create an enhanced framework to improve LLMs' proficiency in addressing such challenges.

EDUCATION

2019-2024 Computer Science and Engineering
Bangladesh University of Engineering and Technology
Enrolled in BSc Program
Currently in last Semester with a CGPA of 3.90

2016-2018 Notre Dame College, Dhaka
HSC from Science background with
General grade Scholarship (5.0 GPA)

2008-2016 Ideal School & College, Dhaka - 1000
SSC from Science background with
General grade Scholarship (5.0 GPA)

ACADEMIC PROJECTS

- Maps 'n Bays
An Itinerary Planning System with Trip Suggestions, Travel Tracking, Budget Management and Travel Diary. Developed with ExpressJS, Material UI, PostgreSQL, Firebase and Selenium.
[Org] [Frontend] [Backend] [Google Maps Scraper]

- Creative Production Management
As the name suggests, it is a Production Management System for a Creative Agency. System design with BPMN, Mock UI, ERD, Sequence & State Diagrams.
[Resources] [Estimation Module]

- Red Light Green Light
A Traffic Light Controller with adaptive car count and train detection. Developed with Arduino.
[Video] [Code]

- Withered Away
An Old Home Management System developed with ExpressJS, Material UI and Oracle. Later adapted for PostgreSQL.
[Video] [Backend] [Frontend] [PostgreSQL Adaptation]

- Four In A Row
The game 'Connect 4' developed with C++ in iGraphics
[Game] [Code]

EXTRA CURRICULAR ACTIVITIES

Current Director (Marketing & Communication), Buet Cyber Security Club
Social Media Manager, CTF & Seminars' Organizer

Volunteer, Buet System Analysis, Design and Development Community (BSADD)
Content Writer, Web Developer

Former President of Writing and Publication, Notre Dame English Club
Worked as an Editor in 8 publications, adjudicated 5+ competitions, organized 3 National English Carnivals and supervised over 100 volunteers in two of them, arranged more than 12 Intra College Workshops, Seminars and Competitions, managed more than 22 sponsors for the club with a monetary value of approximately 1.4 million. All that in less than 3 years.
Publications: Odyssey 5th Edition (Aug 2019), The Glowing Wick 2019 (Feb 2019), Odyssey 4th Edition (Jul 2018), The Glowing Wick 2018 (Feb 2018), Odyssey 3rd Edition (May 2017)

Volunteer, Ideal Debating Club
Worked as a Sub-Editor on a publication. Part-time debater.
Publications: Oritro 11th Edition (2016)