

AHNAF CHOWDHURY

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EDUCATION

Arizona State University

Master of Computer Science

Bachelor of Computer Science - Honors: *Cum Laude* (3.41/4.0)

Tempe, AZ

Starting Aug, 2024

May, 2020 - May, 2024

RELEVANT COURSEWORK

Object-Oriented Program and Data, Computer Org/Assemb Lang Prog, Logic in Computer Science, Data Structures and Algorithms, Intro to Software Engineering, Principles of Programming Lang, Programming for Media Arts, Operating Systems, Information Assurance, Intro Theoretical Computer Sci, Software QA and Testing, Mac Development for Media Arts, Distributed Software Development, Multimedia Information Systems, and Found of Machine Learning.

SKILLS

Programming Languages: Python/Django, JavaScript, C, C#, C++, Java, ASP.NET (.NET Framework 4.7), XML, HTML, CSS, PLP, Swift.
Operating Systems: MAC OS, Windows and LINUX
Database: MongoDB
Others: GitHub, Make file

WORK EXPERIENCE

Global Foundries Inc.

Software Development Intern

Malta, NY

Dec. 2023 - Present

- Working on a Machine-Learning project that involves developing Python Script to extract physical data to generate transistor information.

Ulkasemi., Inc. (A Global Foundries Software Support Company)

Software Development Intern

Cupertino, California

June 2023 - August 2023

- Developed automation Python Scripts using Pandas and OpenPyxl to generate user defined CSV files. The scripts were implemented as a Global Foundry factory production spec.

Numedics Inc.

Summer Intern

Portland, OR

May 2023 - June 2023

- Worked on documentation and spec writing for several software development projects.
- Regularly updated IT infrastructure documents and inventory of various servers and PCs within the office and the data center. It helped organize PC inventory and software specs for the company.

AccenTech Limited

Junior Software Developer

Dhaka, Bangladesh

May 2022 - Oct. 2023

- Developed Machine-Learning based voice recognition medical software which uses voice to recognize medicine names, doses and writes doctor's prescription as output using C#. It writes prescription quickly as it uses voice commands.
- Developed a full stack Bill collection application for television users using Django, Python and CSS/java-script/HTML. The application allows the customers to choose different types of programs, provides a summary payment view for each client and a summary view of dues at any date. This code is used as a template project for the company.

PROJECTS

1. Anti-Distracton Software: Researched current anti-distracton software and approached to develop an idea that utilizes computer vision and machine learning to address previous flaws. This was a research project with the University of Wisconsin, Green Bay. Working on a literature review article for publication.

2. P5.js Based Pixels Project

- Wrote code that creates a pixel version of an image. The original image is used to generate the pixels, colors and shapes for the pixel image.
- Developed an Audio Player GUI to play, stop, loop and increase volume.

3. C#, Javascript, and XML Based Project: Developed a code which can show a specific data from an XML file as an output. The code can also add extra XML info (including the tags) into an XML file using user input.

4. Dynamic Traffic Dataset Creation for VIPLE Traffic Simulator Machine Learning: Learned about the basics of Viple and used Python Anaconda to zoom in specific part of any street network.

AWARDS

Arizona State University, CSE Department Dean List

ASU New American University Scholarship and Financial Assistance

2020-2021 and 2023, 2024

2020-Present