Ranit Debntah Akash

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SUMMARY

Good with data structure and algorithms with a good analytical skill. Able to work hard and learn new tools and technologies. Solved around 1000 programming problems in different on-line judges.

EDUCATION

Shahjalal University of Science & Technology, Sylhet January 2013 - Present
Bachelor of Applied Science (BASc),
Computer Science & Engineering
GPA: 3.63 (126.5/160 credits completed)
Current Class Position: 4th

M. C. College, Sylhet June 2010 - May 2012
Higher Secondary Certificate (HSC),
Science Group
GPA: 5.00/5.00

Sylhet Govt. Pilot High School, Sylhet January 2007 - April 2010
Secondary School Certificate (SSC),
Science Group
GPA: 5.00/5.00

SKILL AND EXPERTISE

Programming Languages	C, C++, Java, PHP, Python, SQL
Databases	Mysql, Oracle Sql
FrameWorks	Laravel
Version Control	Git/Github
Others	Machine Learning, Artificial Intelligence

PROJECTS

Batch Information System November 2016 - Present

- Stores all the necessary information of students including professional and volunteering skills. Talent hunt based professional skills. Forum for the registered users for discussions e.g. posts, comments etc.
- Developed with Laravel & Mysql.

GRE Word Helper February 2017 - March 2017

- People taking GRE preparation can store new word and all necessary information e.g. synonym, antonym, root word etc and stores pronunciation of the word from Internet automatically Also a search option for finding the words or to revise them.
- Developed with Laravel & MongoDB.

Vehicle Management December 2015 - March 2016

- Developed the WebApp using Relational Database that keeps information about any kind of vehicle including its owner as a member in this site. It helps to find the real owner of the vehicle and prevent peoples from buying vehicles from an unauthorized person who may have stolen the selling vehicle.

- Developed with PHP & MySQL.

Crazy Foody   November 2015 - April 2016

- Its a 2D game like Mario Brother where the hero searches for food by overcoming the obstacles. It's developed for computer and android platform.
- Developed with UNITY and C#.

Greedy Rook   October 2015 - December 2015

- Its a normal 2D game which is more like a flash game where scoring based on coin collection using a chess rook.
- Developed in JAVA.

ACHIEVEMENTS

2nd Runner-up	Science Olympiad Divisional Level, 2011
Participant	BUET IUPC 2015
39th position	National Collegiate Programming Contest (NCPC), Dhaka, March 2016
Participant	ACM ICPC Asia Dhaka Regional Contest, November 2016