

## PERSONAL INFORMATION

## Snaha Sadhu Pinki



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Date of birth: 30/11/1997 | Sex: Female | Nationality: Bangladeshi

## Summary:

A person with a wholehearted desire to ascend the peak of knowledge and a highly self-motivated, creative, energetic and enthusiastic graduate with a basic knowledge of research and development. A very good team player and able to use own initiative during work under pressure.

## WORK EXPERIENCES

October 2020 – October 2021

## Research Student

Lab: Advanced machine Learning Lab | Working Platform: Python, Keras, TensorFlow, Pandas, Scikit-learn, SciPy, Matplotlib

## EDUCATION

2017- 2021

## Bachelor of Science in Computer Science &amp; Engineering

Bangladesh University of Business and Technology

## ADDITIONAL INFORMATION

## Skills

- Good at: Python, Django, Flask
- Basic Skills: C/C++, MySQL
- Operating Systems: Windows 10
- Frequently Used IDE: PyCharm, Visual Studio Code
- Others: Docker, Git

## Honours and awards

- Semester scholarships during the bachelor study at university
- Jessore board scholarship for an excellent result in Secondary School Certificate
- Primary scholarship in class Five
- Junior scholarship in class Eight
- Runner up at flood life portray art competition
- Champion in essay writing competition

## Publication

Ashfia Jannat Keya, Shahid Afridi, Afroza Siddique Maria, **Snaha Sadhu Pinki**, Joy Ghosh, M. Firoz Mridha Ph. D., "Fake News Detection Based on Deep Learning", 2021 International Conference on Science & Contemporary Technologies (ICSCST), DOI: 10.1109/ICSCST53883.2021.9642565, 2021, Dhaka, Bangladesh.

## PERSONAL SKILLS

## Language(s)

- Bengali (Native)
- English (Fluent)
- German (Beginner)

## Communication and Organisational skills

- Good communication skills gained through my seminar and presentation experience
- Leadership - During my school life I used to lead a girl's scout team.
- Hard working, can adapt with a multicultural environment and Deep Enthusiasm in research-oriented work

## Co-Curricular and Extra-Curricular Activities

- Coached juniors on Basic Programming arranged by Department of CSE, BUBT
- Attended several programming contests in BUBT
- Presented seminars on different topics as a part of academic courses

**Mentionable Academic Projects****Project: Library Management System**

**Project Descriptions:** A system to manage library books distribution. It is a console application. The admin user can check the available books, allow renting books and also check requested books from the users. Admin can add more books to the library. If the rented books are not returned on time, then admin can see the details of the user who took it. Also, admin can assign a fine to that user. It's a very simple but useful library management application.

**Working Platforms:** Python

**Project: Puzzle Game**

**Project Descriptions:** A picture-based puzzle game to test the ability of the player's memory. At the beginning a picture is displayed to the player and then it is divided into multiple squares. Squares are then distributed so that it's no longer looks like a real picture. Then the game starts and the player has to re arrange the squares to rebuild the previously displayed image.

**Working Platforms:** Java

**Project: Student Attendance System**

**Project Descriptions:** A student management system to record student attendance. Assigned teacher can keep the attendance record. Admin can add the teacher and courses to the system. Teachers can see the overall attendance of a particular student and class.

**Working Platforms:** PHP

**Project: E-Commerce Application (Web and Mobile)**

**Project Descriptions:** A web application to sell products online. Users can search the desired product and all the search related products will appear in the display. Also, categorical search was there. So, the user can select a product type and can see all the related products at a time. User can then select one item and go to the cart to purchase it. A mobile app was also built to make the user experience better.

**Working Platforms:** Python, Android

**Project: Symptoms Based Covid Detection using Deep Learning**

**Project Descriptions:** An application to detect covid19 from the user's visible symptoms like fever, cough, through pain, chest pain etc. At the beginning the model was trained with an available online data set taken from real patients. Then that trained model is used for prediction.

**Working Platforms:** Python, Keras, TensorFlow

**Project: Restaurant Recommendation System Based on Location and Feedback using Natural Language Processing and Deep Learning**

**Project Descriptions:** An application to recommend best restaurant to the users based on their location and previous user's food feedback. To accomplish this lots of restaurant's data is collected through Facebook public food groups. User's feedbacks are analysed and then model is trained. The trained model is then used to recommend best restaurants.

**Working Platforms:** Python, Keras, TensorFlow

**References****Dr. M. Firoz Mridha**

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