

Md Tanvirul Islam

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EDUCATION	University of Connecticut , Storrs, CT <i>Bachelor of Science in Engineering</i> , May 2019 Double Major: Computer Science and Engineering, Electrical Engineering GPA: 3.64 / 4.00
TECHNICAL SKILLS	Languages: C/C++, Java, Python, Bash, SQL, MIPS, L ^A T _E X. Web Development: HTML, CSS, Bootstrap, JavaScript, jQuery Software: MATLAB, GNURadio, Visual Studio, Eclipse, Emacs, Vim, gdb, Valgrind, Git Operating Systems: Unix/Linux, Windows, Mac OSX
WORK EXPERIENCE	University of Connecticut - Fine Arts Dean's Office Storrs, CT <i>Technical Support Specialist</i> September 2017 - Present <ul style="list-style-type: none">• Develop and maintain the front-end of the websites for UConn School of Fine Arts and Benton Museum with HTML, CSS (Bootstrap), JavaScript, jQuery, and WordPress• Administer the sever for museum's record database using EmbARK CMS, PowerShell• Provide IT support to classrooms and exhibitions to ensure a reliable technical platform The Travelers Companies Hartford, CT <i>IT Intern, Voice and Multimedia Technologies</i> June 2017 - August 2017 <ul style="list-style-type: none">• Collaborated to implement RedSky E911 service that sends precise location on a 911 call• Wrote VBA to automate monthly call-data aggregation process that boosted productivity The Travelers Companies Hartford, CT <i>IT Intern, PI Application Development</i> June 2016 - August 2016 <ul style="list-style-type: none">• Coordinated with the developers of PI department and designed a web-repository with Confluence Wiki that stored the metadata of all web services used within PI• Programmed data-driven tests on web services using Groovy Script with SoapUI
RESEARCH EXPERIENCE	National Science Foundation - REU Storrs, CT <i>Summer Researcher, University of Connecticut</i> May 2018 - August 2018 <ul style="list-style-type: none">• Investigated the use of Software Defined Radio for real-time communication systems• Developed a wireless ad-hoc network capable of inter-computer message transfer• Used C++ (Boost, SWIG) to program signal-blocks for PHY layer on GNURadio• Wrote Python to implement the MAC and APP layer for the network
PERSONAL PROJECTS	Checkers AI <ul style="list-style-type: none">• Created a game of checkers with a functioning AI as the opponent using C++ 14 Visualization of Cellular Automata <ul style="list-style-type: none">• Designed an interactive web-app with JavaScript and jQuery to simulate cellular automata Pong! <ul style="list-style-type: none">• Developed a GUI Pong application having real-time ball physics and bar movements using the C++ SDL2 Library
HONORS & AWARDS	<ul style="list-style-type: none">• Best undergraduate research poster at the CMOC Conference 2017• University of Connecticut Engineering Scholarship recipient 2016• Governor's Academic Incentive Award for academic excellence 2015• Dean's List for outstanding grades Fall '14, Spring '15, Fall '15, Spring '18