Md Tanvirul Islam

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Education

University of Connecticut, Storrs, CT
Bachelor of Science in Engineering, May 2019
Double Major: Computer Science and Engineering, Electrical Engineering
GPA: 3.64 / 4.00

Technical Skills

Languages: C/C++, Java, Python, SQL, MIPS, Bash, LaTeX.
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
Technical Support Specialist **September 2017 - Present**

- 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
IT Intern, Voice and Multimedia Technologies **June 2017 - August 2017**

- 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
IT Intern, PI Application Development **June 2016 - August 2016**

- 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
Summer Researcher, University of Connecticut **May 2018 - August 2018**

- 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

- Created a game of checkers with an AI as the opponent using C++ 14

Visualization of Cellular Automata

- Designed an interactive web-app with JavaScript and jQuery to simulate cellular automata

Pong!

- Developed a GUI Pong application having real-time ball physics, bar movements, and functioning opponent using the C++ SDL2 Library

Honors & Awards

- **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