Ashiqur Rahman

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Career Objective

To secure a position where I can efficiently contribute my skills and abilities for the growth of the organization and build my professional career.

Education

➢ Bachelor of Science (BSc)

Concentration	Computer Science and Engineering	CGPA	3.78/4.00
Institution	United International University	Passing Year	2018

➢ Higher Secondary Certificate (HSC)

Concentration	Science	GPA	5.00/5.00
Institution	Notre Dame College	Passing Year	2012

➢ Secondary School Certificate (SSC)

Concentration	Science	GPA	5.00/5.00
Institution	Mohadevpur SM High School	Passing Year	2010

Experiences

➢ Senior Software Engineer

Organization   :   Free Pixel Games Ltd.

Duration   :   from December 2022 to Present

Responsibility :

    a. Develop and maintain an iOS app for app data visualization
    b. Develop and maintain an iOS app for company's employee management
    c. Utilize analytics tools (Firebase, Crashlytics) to log and monitor apps performance
    d. Maintain existing apps' performance, fix bugs
    e. Manage and direct a team of trainees

➢ Software Engineer

Organization   :   Free Pixel Games Ltd.

Duration   :   from December 2018 to December 2022

Responsibility :

    a. Develop mobile games using Unity3D, C#
    b. Develop mobile games using Cocos2D-X, Objective C, C++, Java
    c. Integrate In-App-Purchase for Apple App Store and Google Play Store
    d. Integrate various ad SDK such as Admob, Applovin, IronSource, Meta Audience Network etc.
    e. Integrate analytics libraries like Firebase, Tenjin
    f. Maintain existing app performance and stability, fix bugs
    g. Implement platform related native features in for iOS and Android apps such as App Store Review, In App Search (iOS), Widgets (iOS), Local Notifications, Push Notifications (Firebase), Haptic Feedback etc.

- ➢ Game Programmer
  Organization   :   Good Game Idea
  Duration   :   from July 2022 to December 2022
  Responsibility :
  - a. Game development using Unity3D, C#
  - b. Low-poly 3D model design in Blender
  - c. Integrate In-App-Purchase for Apple App Store and Google Play Store
  - d. Integrate various ad SDK
  - e. Integrate analytics libraries like Firebase, Tenjin

- ➢ Undergraduate Teacher's Assistant
  Organization   :   United International University

Technical Skills
- ➢ Frequently Used Programming Languages
        Swift, C#, JavaScript, Java, C++, Objective-C
- ➢ Familiar Programming Languages
        C++, PHP, Shell Scripting
- ➢ Development
        iOS, SwiftUI, Unity, .Net Framework, REST API
- ➢ Frequently Used Tools
        XCode, Unity Editor, Android Studio, Visual Studio
- ➢ Version Control
        Git (GitHub, GitHub Desktop, Bitbucket, Sourcetree)
- ➢ Design Patterns
        MVVM, MVC
- ➢ Platforms
        Windows, Mac, Linux
- ➢ Languages
        Fluent in English
- ➢ Others
        Firebase, Continuous Integration, MySQL, Meta Spark Studio, Blender

Contributions
- ➢ PRESa2i: Undergrad thesis titled 'Incremental Decision Trees for Prediction of Adenosine to Inosine RNA Editing Sites'
        Tools: Java, Weka, Python, Latex
        URL: www.brl.uiu.ac.bd/presa2i/index.php
        GitHub: www.github.com/swakkhar/RNA-Editing

- ➢ Picasso Pro: An iOS app that generates images from text prompts utilizing StableDiffusionAPI. Generated images can be shared or saved to the gallery.
        Tools: XCode, Swift, SwiftUI, Stable Diffusion API
        GitHub: github.com/theashiq/PicassoPro

- ➢ Picasso Pro UIKit: Picasso Pro app but made with UIKit.
        Tools: XCode, Swift, UIKit, Stable Diffusion API
        GitHub: github.com/theashiq/PicassoProUIKit

- ➢ RockPaperScissors: A multiplayer game for iOS where players can play classic rock paper scissors game online against other player.
    - Tools: XCode, Swift, SwiftUI,
    - GitHub: github.com/theashiq/RockPaperScissors

- ➢ Task Master: An iOS app made with UIKit that tracks and reminds user about their saved tasks.
    - Tools: XCode, Swift, UIKit
    - GitHub: github.com/theashiq/TaskMasterUIKit

- ➢ Privy: A Google Chrome browser extension that can open URL in private tab and search selected text in private tab
    - Tools: Visual Studio Code, Javascript
    - GitHub: github.com/theashiq/Privy

- ➢ Private Search: A Mozilla Firefox browser addon similar to Privy
    - Tools: Visual Studio Code, Javascript
    - URL: addons.mozilla.org/en-US/firefox/addon/privatesearchpro/
    - GitHub: github.com/Ashiqur12345/PrivateSearch

- ➢ Police vs. Thief 3D: A mobile game built with Unity3d game engine for Google Play Store and Apple Store
    - Tools: Visual Studio, Unity3d, C#, Objective C, Java
    - App Store: apps.apple.com/us/app/police-vs-thief-3d-car-race/id1542502766
    - Play Store: play.google.com/store/apps/details?id=com.funvai.policevsthief

- ➢ Jurassic Sniper 3D: A mobile game built with Unity3d game engine for Google Play Store and Apple Store
    - Tools: Visual Studio, Unity3d, C#, Objective C, Java
    - App Store: apps.apple.com/us/app/jurassic-sniper-3d/id1535441769
    - Play Store: play.google.com/store/apps/details?id=com.funvai.jseasniper

- ➢ Shark Attack: A mobile game built with Unity3d game engine for Google Play Store and Apple Store
    - Tools: Visual Studio, Unity3d, C#, Objective C, Java
    - App Store: apps.apple.com/us/app/shark-attack-simulator-games/id1489941954
    - Play Store: play.google.com/store/apps/details?id=com.fpg.sharkslap

- ➢ Sea Monster City: A mobile game built with Cocos2D-X game engine for Google Play Store and Apple Store
    - Tools: Cocos2D-X, XCode, Android Studio, Objective C, C++, Java
    - App Store: apps.apple.com/us/app/sea-monster-city-battle-game/id1051258383
    - Play Store: play.google.com/store/apps/details?id=com.ziau.seamonstercity

About Me

As a passionate programmer, I love to learn new technologies, experiment ideas and implement them focusing on cleanliness and reusability of code.

References

Available upon request