

Ashiqur Rahman

+8801737509263
ashiqur.rahman@hotmail.com
Dhaka, Bangladesh
linkedin.com/in/theashiq
leetcode.com/theashiq
github.com/theashiq



Career Objective

To develop impactful software that drives mutual growth and benefits for myself, my organization and the users.

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

➤ Software Engineer (iOS)

Organization : **Bitsmedia Pte Ltd**
Duration : from March 2024 to Present
Responsibility :

- Develop and maintain the Muslim Pro iOS application
- Implemented and optimized the **livestream** feature, enhancing user engagement
- Utilize analytics tools (Firebase, Crashlytics etc.) for bug detection, analysis, and resolution
- Design and integrate new features to improve app functionality and user experience
- Collaborate with international teams to align on project objectives and deliverables
- Conduct code reviews

➤ Software Engineer

Organization : **Free Pixel Games Ltd.**
Duration : from December 2018 to March 2024
Responsibility :

- Develop mobile games using Unity3D (C#) and Cocos2D-X (Objective C, C++, Java)
- Integrate In-App-Purchase for Apple App Store and Google Play Store
- Integrate various ad SDK such as Admob, Applovin, Meta Audience Network etc.
- Implement platform related native features such as **App Store Review, In App Search (iOS), Widgets (iOS), Local Notifications, Push Notifications, and Haptic Feedback** etc.
- Integrate analytics libraries like Firebase, Tenjin, Crashlytics

➤ **Game Programmer**

Organization : **Good Game Idea**

Duration : from September 2022 to May 2023

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, Jira, Fastlane, .Net Framework

➤ **Frequently Used Tools**

XCode, Unity Editor, Android Studio, Visual Studio

➤ **Version Control**

Git, GitHub, Sourcetree

➤ **Design Patterns**

MVVM, MVC

➤ **Languages**

Fluent in English

➤ **Others**

Firebase, CI-CD, MySQL, Meta Spark Studio, Blender

Contributions

➤ **Muslim Pro:** An iOS application targeted to Muslim audiences for the purpose of Faith and Prayer management.

Tools: XCode, **Swift**, **UIKit**, SwiftUI, MVVM, Fastlane, REST

App Store: apps.apple.com/us/app/muslim-pro-quran-athan-prayer/id388389451

➤ **ShowFlixUIKit:** A Netflix clone for iOS utilizing TMDB API. TMDB API provides Trending Movies, Popular Movies, TV Shows, Upcoming Movies, and Top Rated Movies etc. YouTube API provides the trailer videos.

Tools: XCode, **Swift**, **UIKit**, TMDB API, Youtube API

GitHub: github.com/theashiq/ShowFlixUIKit

➤ **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
- **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
- **Unity Games: Police vs. Thief 3D, Jurassic Sniper 3D, Dino Simulator, Turkey io etc.**
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
App Store: apps.apple.com/us/app/jurassic-sniper-3d/id1535441769
Play Store: play.google.com/store/apps/details?id=com.funvai.jseasniper
- **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
- **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

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