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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. Maintain existing performance, fix bugs
 - d. Manage a team of trainees
- Software Engineer
 - Organization : Free Pixel Games Ltd.
 - Duration : from December 2018 to December 2022
 - Responsibility :
 - a. Game development using Unity3D, C#
 - b. Game development 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, 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, Blender
- Version Control
 - Git (GitHub, GitHub Desktop, Bitbucket, Sourcetree)
- Design Patterns
 - MVVM, MVC
- Platforms
 - Windows, Mac, Linux
- Languages
 - Fluent in English
- Others
 - Firebase, Continuous Integration (XCode Server), MySQL, Meta Spark Studio

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

- 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

My personal projects can be found on my [Github](#) page.

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