

# Ashiqur Rahman

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



## 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 :

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

### ➤ Software Engineer

Organization : **Free Pixel Games Ltd.**

Duration : from December 2018 to December 2022

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, IronSource, Meta Audience Network etc.
- 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.
- 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, .Net Framework, **REST API**, Trello

➤ **Frequently Used Tools**

**XCode**, Unity Editor, Android Studio, Visual Studio

➤ **Version Control**

**Git** (GitHub, GitHub Desktop, Bitbucket, Sourcetree)

➤ **Design Patterns**

MVVM, MVC

➤ **Platforms**

Windows, MacOS, Linux

➤ **Languages**

Fluent in English

➤ **Others**

Firebase, Continuous Integration, MySQL, Meta Spark Studio, Blender

## Contributions

- **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](https://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](https://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](https://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](https://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](https://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](https://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/](https://addons.mozilla.org/en-US/firefox/addon/privatesearchpro/)  
GitHub: [github.com/Ashiqur12345/PrivateSearch](https://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](https://apps.apple.com/us/app/police-vs-thief-3d-car-race/id1542502766)  
Play Store: [play.google.com/store/apps/details?id=com.funvai.policevsthief](https://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](https://apps.apple.com/us/app/jurassic-sniper-3d/id1535441769)  
Play Store: [play.google.com/store/apps/details?id=com.funvai.jseasniper](https://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](https://apps.apple.com/us/app/sea-monster-city-battle-game/id1051258383)  
Play Store: [play.google.com/store/apps/details?id=com.ziau.seamonstercity](https://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](http://www.brl.uiu.ac.bd/presa2i/index.php)  
GitHub: [www.github.com/swakkhar/RNA-Editing](https://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