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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#) and Cocos2D-X (Objective C, C++, Java)
  b. Integrate In-App-Purchase for Apple App Store and Google Play Store
  c. Integrate various ad SDK such as Admob, Applovin, IronSource, Meta Audience Network etc.
  d. 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.
  e. 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

- ➢ **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

- ➢ **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