TONNI DAS JUI

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EDUCATION

BRAC University, Dhaka

B. Eng. in Computer Science and Engineering, (May, 2014 - May, 2018)
CGPA **3.76** out of **4.00**

RESEARCH WORK

Undergraduate thesis on, 3D Model Generation of Real-Objects Using Depth and Color Information, where we designed an algorithm to generate a 3D model from 2D pictures after abstracting input RGB and depth data and implemented the algorithm to generate a 3D view to represent clear distancing of multiple objects from a 2D picture.

PUBLICATION

- T. Das jui, Md. Alium basir, Md. Ashraful alam, **"3D Model Generation of Real-Objects Using Depth and Color Information"**, *Global Scientific Journal*, pp 2889- 2897, volume 8, issue 3, 2020.
EOI resolver tool: https://www.citefactor.org/check, Assigned EOI: 10.11216/gsj.2020.03.37637

PROFESSIONAL EXPERIENCE

Leading University (January, 2019-running)
Lecturer, Department: CSE
Responsibility:
- Java programming Theory and lab: familiarize students with OOP, SWING, MULTITHREADING concepts and lead them to build projects
- Algorithm lab: Guide students to implement algorithms such as DFS, BFS, knapsack etc. effectively
- Data Structure lab: Different data structure familiarization
- Artificial Intelligence: Familiarizing students with concepts complex algorithms, supervised-unsupervised learning, basic ML algorithms etc.

BRAC University   (January, 2017–April, 2018)
Teaching Assistant, Department: CSE
Responsibility:
- Java Programming lab: Helping junior and weak students to understand better
- Algorithm lab: Conducting lab tests or lab classes according to supervisor's instruction
- Data structure course: Helping supervisor with assessing students assignments and evaluating grade
- Computer Vision lab: Assisting junior students on prior planning for research etc.

COMPUTING SKILLS

- **Programming Language:** JAVA, JavaScript, Python
- **Numerical Analysis and Data Processing tools:** MATLAB, Apache PySpark, Hadoop, neo4j, MongoDB
- **Game Development:** UNITY
- **Hardware:** Arduino, MSP430
- **Other Language:** XML

ACADEMIC PROJECTS

- **Health Insurance prediction using supervised learning technique**: A Machine Learning prediction project using the exploratory data analysis on collected dataset, implemented Linear, Support vector, Ridge, Neural Network, Random Forest regression with hyperparameter tuning and k-fold cross validation.

- **Payroll Management:** A website for showing different employee names with their individual salaries. Used: CSS, HTML, C#, Visual Studio.

- **Color Sorting Machine:** color sorting machine for different colored objects that can sort the objects according to different colors. Used: C, Energia IDE, MSP430.

- **Box Run:** A computer based 3D game with 3 levels distinguished by hardship on each level. Used: C#, UNITY.

- **Wireless Notice Board:** A communication system which can send a text to teachers mobile if any important students press the button on the notice board to see him. If the teacher is not available, he can send a text via mobile that will pop up in the notice board. Used: C, Arduino mega.

SUPERVISED STUDENTS' PROJECTS

- **Flappy Nemo (mobile version and Desktop version):** A mobile based 2D game. Used: XML for front end, JAVA for back end, android studio, C# scripts and ASP.Net, and UNITY.

- **Up-to-date Question Finder:** A desktop based website for finding updated questions in specific fields. Used: HTML5, CSS, C#, JQuery, Visual studio

- **Health Monitoring:** A mobile based application with various functions. Used: XML for front end, JAVA for back end, android studio.

EXTRA CURRICULAR ACTIVITIES

- Merit Based Scholarship at BRAC University (2014 - 2018)
- 2nd runner up in intra-ultra robotics contest organized by BRACU Robotics club (2017)
- Secretary of Art and Photography society, BRAC University (2017)
- Acted as an Instructor on Hashimukh (non-profit program for the education of street children) (2017)
- Champion of BERGER Robialac Alpona competition, 2017 organized by BERGER PAINT
- Hosted Bijoyer rong Alpona competition, 2018 held by BRACU Art and Photography society
- Attended workshop on BLENDER: 3D Animation organized by Computer club, BRAC University
- Participated in Bangladesh National Hackathon (2016)