WASIF JALAL

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EDUCATION

BANGLADESH UNIVERSITY OF ENGINEERING AND TECHNOLOGY   Dhaka
Computer Science and Engineering   2020 – present

NOTRE DAME COLLEGE   Dhaka
Higher Secondary Certificate (GPA 5.00)   July 2017 - June 2019

ST. JOSEPH HIGHER SECONDARY SCHOOL   Dhaka
Secondary School Certificate (GPA 5.00)   June 2017

WORK EXPERIENCE

CORONAJOY BANGLADESH (online public health portal operational during COVID-19 crisis)   Dhaka
Core Developer (ReactJS, NodeJS, Firebase)   Jun 2021 – Oct 2021

RESEARCH EXPERIENCE

ORANGE : GENOMICS-BASED TISSUE AGE PREDICTION DEEP LEARNING MODEL   Dhaka
Undergraduate Thesis, Supervised by Dr. M. Sohel Rahman, Professor, CSE, BUET   Dec 2023 – present

RAILCOP : ACCIDENT FORECASTER AND RAILTRACK MONITORING SYSTEM   Dhaka
Collaboration with Mr. Md. Adnan Quaium, Asst. Professor, AUST (PhD student at BUET)   2022

SKILLS AND INTERESTS

Research Interests: Bioinformatics, Machine Learning, Neural Networks, Large Language Models
Technical Skills: Data analytics and model training in Python; Database design with SQL, PL/pgSQL, MongoDB; Backend development and data scraping with Python (Django), PHP, Node.js, Full-stack web development with Javascript frameworks (ReactJS, Svelte), Firebase, UI/UX design HTML/CSS, Flutter, Sveltekit; Experienced in deploying web applications, operating Linux systems, web servers, database servers, cloud infrastructure (AWS, Azure, GCP, DigitalOcean, OVH), and load balancers.
Programming Languages: Proficient in C/C++, Python, Java, JavaScript, and Dart
Languages: Fluent in English and Bangla.

NOTEWORTHY PROJECTS   **github.com/wjalal**

BUSBUDDY — TRACKING AND TICKETING SOLUTION FOR BUET BUS SERVICE   Aug 2023 – present
- Designing, implementing and maintaining platform frontend (Flutter) and backend (Node.js) as part of six-person team
- Implemented security, scalability solutions, route search, ticket purchase, live GPS tracking from staff end, and feedback / bus requisition system in Node.js and PL/pgSQL

RAILBUDDY — RAILWAY E-TICKETING AND ROUTE PLANNING PLATFORM   Sep 2022
- Designed and implemented platform frontend (Svelte) and backend (Node.js) as part of two-person team
- Scraped data and implemented nationwide railway schedule database and user management system in PostgreSQL
- Implemented user login, security, route search, ticket booking, and payment gateway in Node.js and PL/pgSQL

RACE — HARDWARE RACING GAME   Mar 2023
- Designed and implemented hardware-based racing game in 5-person team Arduino microcontrollers

EMERGENCY CHAT — CROSS-PLATFORM WEB CHAT APPLICATION   Jul-Aug 2024
- Built a web chat application with basic modern features during an internet blackout in Bangladesh

DX-BALL REINCARNATION — PC GAME   Dec 2020
- Built a remake of the classic DX-Ball game with C using the OpenGL-based iGraphics library and SDL2.
- Designed game elements, logic, graphics and animations