



OBJECTIVE

To obtain a challenging and rewarding position as a Software Engineer or UI/UX Designer in a reputable organization where I can utilize my academic background in Software Engineering and my passion for design to contribute to the success of the company while gaining valuable professional experience.

PROJECTS

CAPTAIN PLANET UNREAL ENGINE

- Designed and developed a game using Unreal Engine 4
- Game that focuses on Environment Pollution and Human-Computer Interaction
- Stylized world for Children to teach them about the environment
- Worked on level design, Game logic, and various parts.
- **First runners-up in IUT CSE FEST 2023(Project Showcase)**

LINKER NODE.JS, JAVASCRIPT

- Designed and developed a clean website using HTML, CSS, Node.js, and JavaScript
- Optimized website for good user experience
- A Social Media Website to connect likeminded people
- Worked on frontend part of the website

SAVINGCREW PHP, JAVASCRIPT

- Designed and developed a clean website using HTML, CSS, PHP, and JavaScript
- A BloodBank Website
- Worked on the Frontend

UI/UX MOCKUPS FIGMA

- Designed numerous mockups of websites and mobile apps using Figma
- Designs include wireframes, prototypes and Case studies

EDUCATION

BSC IN SOFTWARE ENGINEERING

Islamic University of Technology, Jan 2020- Apr 2024(Expected)

HIGHER SCHOOL CERTIFICATE

Cumilla Victoria College, Jul 2017- Apr 2019

SECONDARY SCHOOL CERTIFICATE

Cumilla Zilla School, Jan 2011- Jan 2017

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- <https://dribbble.com/TaSZiD>
- <https://leetcode.com/XxLycanthropeX/>

TECHNICAL SKILLS

- **Languages:** C++, Python, JavaScript, Java, HTML, CSS
- **Databases:** MySQL, Oracle
- **Dev Tools :** Visual Studio Code, Git, Figma, Adobe XD
- **Game Dev Tools:** Unreal Engine 4
- **Design Skills:** Wireframes, Prototypes, User Research, Storyboards, User Personas, Competitive Analysis, Animation

CERTIFICATIONS

- Python-Introduction to Data Science and Machine learning A-Z
- Google UX Design Professional Certificate (5/7) - (Ongoing)
- Foundations of User Experience (UX) Design
- Start the UX Design Process: Empathize, Define, and Ideate
- Build Wireframes and Low-Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma