

# MD SHANJID AREFIN

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## OBJECTIVE

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Ambitious **R&D Engineer** with months of hands-on experience in core C programming, eager to leverage my knowledge in software engineering sectors with my problem-solving abilities honed through **600+** challenges solved on platforms like LeetCode and HackerRank. I have developed **industrial-level clean code** practices and collaborated effectively within a team and as individual.

## EDUCATION

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**Khulna University of Engineering & Technology, Khulna** 01/2019 - 03/2024  
Bachelor of Science in Computer Science and Engineering CGPA: 3.42

## EXPERIENCE

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- **BDCOM** *October, 2024 - Present*  
*R&D Engineer* Banani, Dhaka
  - Enhanced the SNMP MIB interface to support modifying and intelligent merging ACL rules by Location via remote MIB browser preventing duplicates & ensuring ACL consistency with system integrity.
  - Established 802.1x RADIUS Accounting feature integrated with PAM module on Linux System

## PROBLEM SOLVING

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- **LeetCode** 420+ Solved Problems
- **HackerRank** • **Codeforces** 150+ Solved Problems

## TECHNICAL SKILLS AND INTERESTS

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<b>Programming Language</b>	C, C++, Embedded C, Java, C#, Python
<b>Technical Tools</b>	OpenGL, Unreal Engine, Arduino IDE, Raspberry Pi
<b>Frameworks</b>	Flask, ASP.NET
<b>Cloud/Database</b>	Oracle DBMS, MySQL, PostgreSQL
<b>Version Control</b>	Git, GitHub

## PUBLICATION & THESIS

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- **An Assistive Device for the Visually Impaired for Enhanced Navigation and Reading** *Thesis*  
*An academic thesis and project on Smart Eye-wear device.*
  - Tools & technologies used: Raspberry Pi Nano, Python
  - A thesis of smartware device which has modules of i. Fall Detection, ii. Object Distance Detection iii. Image to Text Conversion and feeding the output to the bluetooth speaker

## PROJECTS

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- **3D Dynamic Airport - OpenGL** *Project*  
*Project on Computer Graphics featuring controllable dynamic aeroplanes, lighting and texturing etc.*
  - Tools & technologies used: OpenGL 3.3, C++, GLAD
  - Maintained the principles of Object Oriented Programming
- **Book Shop - ASP.NET** *Project*  
*A web development project of e-commerce: online book store*
  - Tools & technologies used: C#, ASP.NET Core MVC
  - The web project is based on ASP.NET Core MVC.
- **Developers Forum - Flask Web Application** *Project*  
*A community-based forum platform hosted in LAN for developers to post problems and solutions.*
  - Tools & technologies used: Flask, PostgreSQL, JavaScript, HTML, CSS
  - Implemented post creation/editing, comment system, and notifications. Developed IP-to-username mapping, follow/tag system
- **EFG: Escape From Ghost Game** *Project*  
*An Artificial Intelligent based game project built on Unreal Engine 5*
  - Tools & technologies used: Unreal Engine 5, BluePrint, MegaScan Library
  - A 3D horror game where AI ghost will try to find the player. 2 Modes - Survive Till Dawn & Find Escape Door