

ABIR MUHTASIM

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EDUCATION

Feb 2020 - present **Bangladesh University of Engineering and Technology**
BSc in Computer Science and Engineering (Expected Graduation: Dec 2024)

- CGPA (6 out of 8 semesters): 3.85/4.00
- Dean's list award and university merit scholarship recipient in level 2

Thesis topic: Enabling multilingual UI interactions with LLMs.

EXPERIENCE

Jan 2023 - May 2023 **Brainlytic Labs** Github
Worked as a part-time backend developer. Was responsible for implementing the scoring system of users' solved problems and making REST APIs.
Technologies: PostgreSQL and Node-express backend

TECHNICAL SKILLS

Languages: C++, Java, Python, JavaScript, SQL
Skills: Problem Solving, Web Development, Machine Learning, 2D Game Development
Technologies: Git, Express.js, Sveltekit, Godot Engine

PROJECTS

Sveltekit, PostgreSQL, Supabase	CTFe Github Repo Live Demo Full stack project. Developed a CTF (Capture the flag) platform where users can host CTF contests and participate as teams. This project is intended to be used as a practising platform for the CTF community of BUET.
Express.js, OracleDB, ejs, Socket.IO	Halfwall - A social media platform Github Repo Demo For the Database course project in Level-2/Term-2, developed a social media for the current students of BUET with modules like newsfeed, following users, groups, marketplace and realtime messaging.
GDScript, Godot Engine	Genos Github Repo Live Demo A puzzle platformer game made with Godot game Engine at GameJam 2023 organized by IEEE BUET SBC. This game was made under 5 days and won the 2nd Runners Up prize at that contest.
Java, JavaFX	Football Manager Github Repo Demo A desktop app that exchanges players between football clubs. The UI was made with JavaFX and utilized Java socket for communication between server and clients.
C, OpenGL, iGraphics	DX-Ball Github Repo Demo Developed a clone of the popular 90's game DX-Ball as the term project of Level-1/Term-1. Implemented nearly all functionalities of the original game and made a level-editor as an extension - enabling users to design and play their own levels.

AWARDS AND ACHIEVEMENTS

- Became 2nd Runners Up at IUT ICT Fest 2024 - Capture The Flag with a 4-member team.
- Became Champion at BUET CSE Fest 2023 - Gamejam
- Became Champion at DL Sprint 2.0 - Bengali Document Layout Analysis Competition with a 4-member team.
- Won *BUET Rising Team* award at BUET CSE Fest 2023 - Capture The Flag (4-member team)
- Became 2nd Runners Up at Gamejam 2023 - organized by IEEE BUET SBC with a 4-member team.
- Secured 1st position at Intra-BUET Programming Contest 2023 with a 3-member team.

LEADERSHIP AND OTHER ACTIVITIES

- General Secretary at BUET Cyber Security Club Since November 2023.
- Technical Committee Chair at IEEE BUET Student Branch Chapter since March 2024
- Graphics Designer at IEEE BUET Student Branch Chapter (June 2022 - March 2024)