






SAMIN YASER

WEB DEVELOPER SOFTWARE ENGINEER

-  +8801919049190
-  saminyaserwork@gmail.com
-  167, Free School Street,
Kathalbagan, Dhaka, Bangladesh
-  <https://www.linkedin.com/in/ReaISaminYaser/>
-  <https://github.com/SaminYaser-work/>

PROFILE

I am currently on my last few semesters of undergraduate program in Computer Science and Engineering (CSE) from American International University - Bangladesh. During my degree, I have completed many projects with groups under tight schedule in the leadership role, coordinating all the tasks. I would like to be a valuable resource to the industry. I want secure my future within a friendly environment where I will be delivering my hard-work and patience also gain more knowledge and utilize my skills for the industry.

SKILLS

- HTML, CSS, JavaScript, basic PHP and TypeScript
- Front-end development with React.js, Tailwind CSS, Material UI
- Blockchain development with Solidity and HardHat
- Knowledgeable in Data structures and algorithms
- Proficient in Linux, shell scripting, automation
- Knowledgeable in Machine Learning, Deep learning
- Working with ML libraries like TensorFlow and PyTorch
- Training and deploying models with Python, Flask

PROJECTS

BENGALI MINILM

July 2022- August 2022

- Language modelling with popular Transformer-based NLP model "BERT" on Bengali language
- Extracting, visualizing and pre-processing/cleaning of more than 100 thousands of Bengali Wikipedia articles to create a dataset
- Transfer learning Microsoft's MiniLM model made for English language to Bengali
- Learning to use PyTorch and Huggingface's library
- Building a back-end with Flask to deploy the fine-tuned model with other models of previous work for comparison
- Building a front-end with JQuery and AJAX to simulate next word prediction of Google search engine with the trained model.
- Code: <https://github.com/SaminYaser-work/Bengali-MiniLM>

CRYPTO-CURRENCY EXCHANGE PLATFORM

June 2022

- Building a crypto-currency exchange platform on Ethereum blockchain
- Writing smart contract with solidity for transactions
- Locally testing contract with HardHat and finally deploying it on Rinkeby testnet
- Building a beautiful landing page with headers, hero section, CTA and footer with React, Tailwind CSS, Material UI
- Connect with MetaMask and send ETH to any wallet on Rinkeby testnet
- Good looking connect wallet menu with Rainbow kit
- Sending and querying transaction with custom React hooks from WAGMI library and displaying it on the front-end similar to Etherscan.io
- Code: <https://github.com/SaminYaser-work/BongKrypto>

EDUCATION

BSC CSE AMERICAN INTERNATIONAL UNIVERSITY - BANGLADESH

CGPA: 3.94
2019 - PRESENT

HSC DHAKA CITY COLLEGE

GPA: 4.69
2016 - 2018

SSC
GOVT. LABORATORY HIGH
SCHOOL, DHAKA

GPA: 5.00

2006 - 2016

REFERENCES

MD. SHAMSEE TABRIZEE

Process Engineer

Solution Department

Inovace Technologies

tanvi@inovacetech.com

Dhaka, Bangladesh

NFT MINTING

July 2022

- Creating a website where users can mint NFTs to their wallet with ETH
- Writing ERC721 standard contract with solidity
- Connect with MetaMask with ethers.js library
- Proper auditing and imposing limitations on the number of NFTs that can be owned by a single wallet
- Designing and building a retro-themed website with Navbar with React and Tailwind CSS
- Code: <https://github.com/SaminYaser-work/mint-nft>

RSS FEEDREADER

October 2021

- RSS feed reader desktop application made with C# (Windows Form Application)
- Read and process user given RSS links
- New user creation, 2FA verification, good UI with Light and Dark themes
- User data, favorite news articles saved and retrieved from Microsoft Server Management Studio
- Code: <https://github.com/SaminYaser-work/NewsFlash>

DESKTOP GAME

March 2022- May 2022

- Recreating Chrome browser's dinosaur game with OpenGL API and Freeglut library in C++
- Gained knowledge about translation, transformation, shifting and fundamentals of computer graphics
- Designing endless scrolling level with graphics primitives
- Designing the player character, obstacles, background scenery
- Coding the gameplay loop, logic and scoring
- Creating custom textures and implementing with proper memory management
- Code: <https://github.com/SaminYaser-work/OpenGL-Adventures>
- Project Report: https://www.academia.edu/78715394/OpenGL_Adventures?source=swp_share