



Majidul Islam Chowdhury

CSE Undergraduate

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PROFILE

As a skilled and motivated Computer Science undergraduate with expertise in programming and eagerness to learn new technologies, I actively seek opportunities to utilize my knowledge in a professional environment. Excited to contribute to a dynamic team and make a meaningful impact in my career journey.

EDUCATION

2019 – Current
Gazipur, Bangladesh

BSc in CSE, Islamic University of Technology

2017 – 2019
Pabna, Bangladesh

Higher Secondary School Certificate, Pabna Cadet College

- GPA : 5.00

2015 – 2017
Pabna, Bangladesh

Secondary School Certificate, Pabna Cadet College

- GPA : 5.00

EXPERIENCE

06/2023 – 07/2023

Battery Low Interactive Ltd

Unity Game Developer Trainee

Completed a rigorous Unity Game Developer Trainee program, gaining hands-on experience in game development workflows, C# programming, and Unity engine functionalities. Demonstrated a commitment to learning and a passion for creating captivating gaming experiences.

RESEARCH

2023 – present

Federated Learning and Deep Learning in Healthcare

Presently, I am engaged in the NDAG (Networking and Data Analysis Group) at my university, where our team is actively involved in conducting research on Medical Health using cutting-edge Deep Learning Models and using Federated Learning for achieving privacy preservation. I am dedicated to achieving remarkable success in my future endeavours by continuously striving to contribute impactful work in this field.

SKILLS

Programming Language

C, C++, Java, Python, Assembly

Problem Solving

Data Structures, Algorithms, Object-Oriented Programming (OOP)

Web Development

HTML, CSS, Django

Cloud Computing

Microsoft Azure

Database

SQL, MySQL, PL/SQL, Oracle

Machine Learning & Deep Learning

NumPy, Pandas, PyTorch, Keras, Scikit-learn, TensorFlow

Development Tools

Git, MySQL, Figma, Jira, Unix/Linux

LANGUAGES

• Bangla

• English

PROJECTS

2023

Disease Prediction Based on Symptoms

Advancing early disease detection by simplifying healthcare access and preserving lives through remote symptom-based assessment, Enhancing disease prediction through an efficient machine learning framework utilizing symptom analysis

2022

ISMS

A Django-based student management system project with MySQL as the backend database, featuring extensive student, teacher, and staff segments for efficient student portal operations.

2022

CDS Simulation

A C++ discrete event simulation for a Cafeteria Dining System (CDS) with two queues for food service, including traffic management, aimed at reducing queuing delays.

2022

CyberMart

CyberMart is an e-commerce project that offers a user-friendly interface, incorporating features such as recommendation, rating, payment integration, and user reviews to enhance the shopping experience for customers.

2021

Hospital-Management-System

A C++ project utilizing OOP principles to create a Hospital Management System with features such as different types of doctors, appointment scheduling, and laboratory facilities.

2021

5X Puzzle

A C++ GUI project showcasing a 5x Puzzle game with a 5x grid, reminiscent of the popular 2048 game, featuring a leaderboard and save/load game options, with two targets for players to achieve