Pranab Singha

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Objective

Self-motivated CSE graduate with problem analysis and problem-solving skills developed through project-based experience. Aiming to leverage my programming experiences as a software engineer wherein I will learn and excel in software development processes.

Skills

Programming Languages:	C, Java, PHP, JavaScript, HTML, CSS, Python
Database:	Oracle, MongoDB, MySQL
Familiar IDE:	NetBeans, CodeBlocks, Eclipse, Sublime
Framework:	Bootstrap, Laravel
Software Packages:	Cisco Packet Tracer, Matlab, Latex, Git

Education

B.Sc. in Computer Science and Engineering   **2017**
Shahjalal University of Science and Technology, Sylhet.
CGPA – 3.07 (out of 4.00)

Higher Secondary Certificate (Science)   **2011**
Sreemangal Govt. College, Sreemangal.
GPA – 4.50 (out of 5.00)

Secondary School Certificate (Science)   **2009**
M.A. Wahab High School, Adampur.
GPA – 5.00 (out of 5.00)

Academic Publication

'Locality-sensitive hashing scheme for Bangla news article clustering using bloom filter.'

Subrata Nath, Pranab Singha, Md. Saiful Islam, Research Paper. International Conference on Electrical, Computer and Communication Engineering (ECCE), February 16-18, 2017.

Positions of Responsibility

- Organized SUST-CSE Software Hackathon at SUST-CSE Carnival 2015
- Executive Committee member of Centre for Manipuri Studies (2014 – present)
- Organized a societal awareness seminar upon 'The Social Impact Of Drug Abuse'-2013
- Associated with SUST Career Club - 2014

Projects

Hill Moto Racing: https://play.google.com/store/apps/details?id=com.buyeegaminglab.moto.hill.racing

Android Game developed in Unity game engine, where the player rides on a Moto and goes on the climb hill race, go through this adventure in the different maps and weathers. The road will be harder with as advance in levels.

E-Shopper

E-Shopper is an online super shop where customers can view and buy products online. All features that an e-commerce site could have; was implemented. It also had an admin panel that allows DB administrator to update items.

Maze Solver

This Maze Solver game determines whether there is a path from a defined source to destination. The game utilizes heuristic search and A* algorithm to solve the problem. This was developed as AI project.

Automated Withdrawal

This project involved developing an automated system for withdrawing academic certificates and transcripts online.

Document Clustering

The aim of this project was putting similar documents into a cluster. We applied the Cosine similarity for finding similarities and the Hierarchical clustering scheme to cluster documents.

Bird Watching Game

In this game a letter will flash briefly in the middle of the screen simultaneously, a bird will flash at a ramble position. The gamer has to find the exact location of that bird and that letter.

Participations & Achievements	- Participated in ACM ICPC Dhaka Regional Preliminary in 2013. - Participated in EATL-Prothom Alo's Apps Contest 2015. - Solved 52 programming problems at cpbook.subeen.com. - Completed 4 months training course 'The Complete Web Developer Course 2018 with all Latest Version' at eshikhon.com. - Completed 3 Months Training at LICT Top-Up IT / Foundation Skills program.

Languages

- **Bengali:** ● ● ● ● ●
- **English:** ● ● ● ● ○
- **Spanish:** ● ● ○ ○ ○

Interests

- Travelling: Travelled Sundarbans, Saint Martin, Cox's Bazar etc.
- Reading and Sketching
- Sports: Chess, Reversi, Table Tennis, Football etc.

References

Md Saiful Islam

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Biswapriyo Chakrabarty

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