



MEJBAH UDDIN BHUIYAN

Computer Science and Engineering Undergraduate |
Student Researcher | Programming Enthusiast

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CAREER OBJECTIVE

Undergraduate student (Computer Science and Engineering) at BRAC University with a high CGPA and experienced in Programming, problem solving, research and peer mentoring. Motivated to become a Student Tutor supporting students with coursework, lab sessions and academic advising and to enhance teaching and communication skills.

Education

Bachelor of Science (B.Sc.) in Computer Science and Engineering

Brac University

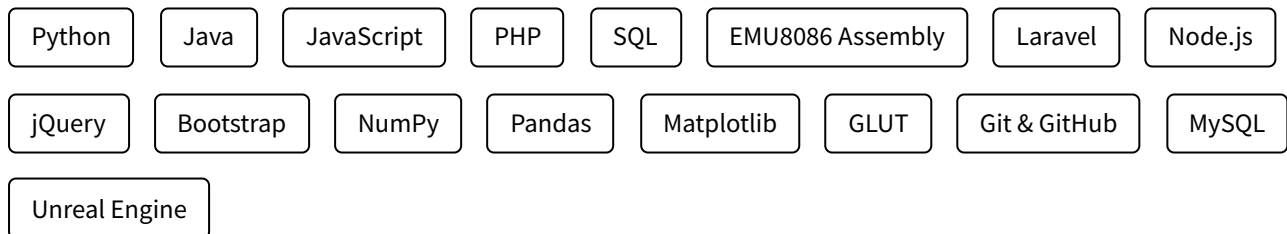
- Completed Credits: **96**
- Current Semester: **10th**

Higher Secondary Certificate (Science)

BAF Shaheen College Chattogram

GPA: **5.00 / 5.00**

Skills



Publications

"Multi-Modal Deep Learning for Single-Cell Mapping of Somatic-to-Germline Reprogramming in Infertility"

Tanvinur Rahman Siam; Tanjina Pioush Bhuiyan; Mejbah Uddin Bhuiyan; Tahmidur Rahman Sitam

- Co-author of an IEEE conference publication focusing on AI and deep learning applications in bioinformatics.
- Worked on machine learning concepts, multimodal data analysis, and research methodology.
- Research interests include Artificial Intelligence, Machine Learning, Deep Learning, and Data Science.

Projects

Edupulse

An AI-powered educational platform built with **Laravel 12**, designed to enhance personalized learning, quizzes, analytics, and student performance tracking.

Crimsys

Crimsys is a comprehensive **Criminal Database Management System** designed for law enforcement agencies. It provides a centralized platform for managing police officers, criminal records, first information reports (FIRs), crime types, watchlists, and zone-based crime analysis.

distributed-scheduler [↗](#)

A **database-backed, distributed task scheduler** built in **pure Python** (no AI/ML), using **FastAPI** and **SQLAlchemy**.

Features

- One-time & recurring tasks
- Task lifecycle states: PENDING, RUNNING, SUCCESS, FAILED, RETRY, CANCELED
- Priority-based execution (higher priority runs first)
- Retry with exponential backoff
- Multi-threaded (default) or multi-process workers
- REST API (FastAPI)
- Persistent storage: **SQLite** (default) or **PostgreSQL**

Catch-The-Diamond [↗](#)

A 2D arcade-style game built using **Python** and **PyOpenGL**, where the player controls a catcher to collect falling diamonds. The game includes real-time animation, collision detection, score tracking, pause/play control, and an optional auto-play (cheat) mode.

DX-Ball [↗](#)

A classic **DX Ball / Brick Breaker** style game built using **Python** and **PyOpenGL**. The game features smooth paddle movement, ball physics, brick collision, scoring, lives, and progressive difficulty through levels.

Car-Racing [↗](#)

A simple yet engaging **3D car racing / lane-dodging game** built using **Python** and **PyOpenGL**. The player controls a car on a 3-lane road and must avoid incoming obstacle cars while the game speed increases over time.

Bullet-Frenzy [↗](#)

Bullet Frenzy is a 3D shooter game built using Python and PyOpenGL. Control a hero, dodge enemies, and survive as long as possible.

LANGUAGES

- Bangla (Native)
- English (Professional Working Proficiency)

ACHIEVEMENTS

- Published IEEE research paper as co-author
- Active competitive programming and problem-solving participant
- Strong interest in AI/ML, Deep Learning, and Data Science

Experience

Private Tutor (2 Years)

- Taught Mathematics and Science subjects to secondary and higher-secondary students.
- Assisted students in understanding complex concepts through personalized instruction.
- Improved communication, mentoring, and problem-solving abilities.
- Developed strong time-management skills while balancing academic responsibilities.

Professional Summary

Undergraduate student of Computer Sciences and Engineering at BRAC University, completed credit hours: 96. Extremely enthusiastic about programming, AI, machine learning, and software development, with research, problem-solving and tutoring experience. An IEEE publication co-author, and actively developing projects using several programming languages, frameworks and data analysis tools. A keen interest in sharing technical expertise, communication skills and a thirst for learning as a Student Tutor.