

AKIB ASHFAQ

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🌐 Portfolio website: www.akibashfaq.com

Objective

Versatile Software Engineering student at AIUB with hands-on experience across web, mobile, and desktop development. Proficient in JavaScript, TypeScript, C#, Kotlin, and PHP, with a proven track record of building Web APIs, Android applications, and SQL-backed systems. Adept at complex problem-solving through regular competitive programming (Codeforces, LeetCode). Seeking a software engineering internship or entry-level role to leverage technical expertise and contribute to impactful software solutions.

Education:

AMERICAN INTERNATIONAL UNIVERSITY BANGLADESH

Expected January 2027

Bachelor of Computer Science and Engineering

- **CGPA:** 3.82 out of 4.00
- **Concentrations:** Software Technologies focusing on the backend like database designing, web API developing.
- **Related Courses:** Object Oriented Programming with C#, Advanced Programming in .NET, Advanced Database Management System, Web Technologies, Mobile Application Development.

Projects:

DeskShop | <https://github.com/AkibAshfaq/DeskShop>

13/01/25 - 23/02/25

C# WinForms | MySQL

- Developed a full e-commerce desktop application with inventory management and HR management system.
- Designed the UI using WinForms components and implemented functionality using C# with Object-Oriented Programming concepts.
- Integrated MySQL database using Visual Studio 2022 for data storage and management.

ECommerce Management System | <https://github.com/Akib43/E-Commerce-Managment-System-Web->

HTML | CSS | JavaScript | PHP | MySQL

26/09/25 - 19/10/25

- Develop an e-commerce management system with multiple roles: Customer, HR, Accountant, and Delivery Man with a team of 4.
- Designed and developed the accountant portal to manage product value, revenue, stock value, employee salary, expenses, and invoice generation.
- Project collaboration was done using a separate GitHub account: github.com/Akib43

ShoppingAPI | <https://github.com/AkibAshfaq/ShoppingAPI>

18/01/26 - 20/01/26

ASP.NET Core | MySQL | RESTful API

- Developed a RESTful API for e-commerce systems including add to cart, remove from cart, checkout, payment, and delivery status tracking.

- Implemented inventory management features for employees to add and manage products.
- Followed 3-Tier Architecture for clean, maintainable, and scalable code structure.

My_portfolio | https://github.com/AkibAshfaq/My_Portfolio.git

23/05/26 - 28/05/26

Angular 21 | Tailwind CSS | Vite

- Built a server-side rendered personal portfolio with Angular 21, TypeScript, and Tailwind CSS, Lighthouse SEO/Performance scores ≥ 90 , WCAG 2.1 AA accessible across all screen sizes.
- Designed a typed, data-driven architecture (7 sections, 8 projects, work timeline) with reusable services and an automated test suite.
- Built two original canvas-based browser games in vanilla TypeScript, plus a validated contact form and persistent dark/light theming.
- Used Claude AI to assist development and rapidly learn Angular and Tailwind CSS during the build. Initially scaffolded in Kiro IDE, then continued in Claude Pro.
- Deployed through Vercel with .com domain. Website: "www.akibashfaq.com"

TUI based tennis paddle | <https://github.com/AkibAshfaq/TUI-Based-Table-Tennis-Paddle.git>

C++|Arduino

16/05/26 - 18/05/26

- Built a motion-controlled input device by mounting an MPU6050 gyroscope/accelerometer onto a table tennis paddle, mapping real-time motion data to mouse cursor movement via the Arduino Mouse library.
- Implemented a calibration routine that averages 500 gyroscope samples to cancel sensor drift, combined with deadzone filtering and exponential smoothing for stable, jitter-free cursor control.
- Designed gesture-detection logic to recognize distinct "flick" and "tilt" motions from accelerometer deltas, triggering haptic feedback through a vibration motor with non-blocking timing.
- Programmed in embedded C++ on Arduino with I2C-based sensor communication (I2Cdev/MPU6050 libraries).

Snake Game | <https://github.com/AkibAshfaq/Snake-Game-With-JS>

28/09/25 - 29/09/25

HTML | CSS | JavaScript

- Use JS canvas to draw the 2D space, constant speed snake and a random food spawn point.

Technical Skills:

Languages: C, C++, C#, Java, Kotlin, Python, PHP, SQL, PL/SQL, HTML, CSS, JavaScript

Developer Tools: Visual Studio, Android Studio, Postman, Git, SSMS, Firebase, Oracle, Xampp.

Libraries/ Frameworks: Java Swing, ASP .NET, RESTAPI, OpenGL (GLUT), Machine Learning.

Operating system: Windows, Ubuntu, Debian, Fedora.

Additional Course:

IT Essentials: PC Hardware and Software

Fall 2022

CS50: Introduction to Computer Science – Harvard University (edX)