



# MD. NAZMUL ISLAM ANANTO

Software Engineer at Zelf

## EXPERIENCE

- March 2024 - Current Software Engineer, Zelf  
Building auto-scaled web scraping services on google cloud. Maintaining integration with backend services. Automating large-scale social media engagement.
- July 2022 - June 2024 Research Assistant, IWFM, BUET  
Have worked on an Early Warning System for River Erosion-prone areas. Developed the Web Application for this purpose.  
[Website] [Details of the Project]

## INTERNSHIP

- May - June 2023 Machine Learning Intern, Era-InfoTech Ltd  
Completed the Internship virtually on the vinternship.org platform, organized by eSRD Lab, BUET.  
[Code]

## UNDERGRAD THESIS

- 2023-2024 Under Supervision of Mohammed Eunus Ali  
Can Large Language Models Solve Spatial Popular Path Problem?  
Evaluate LLMs' accuracy in solving geospatial learning problems. Create an enhanced framework to improve LLMs' proficiency in addressing such challenges.

## EDUCATION

- 2019-2024 Computer Science and Engineering  
Bangladesh University of Engineering and Technology  
Completed my BSc with a CGPA of 3.91
- 2016-2018 Notre Dame College, Dhaka  
HSC from Science background with General grade Scholarship (5.0 GPA)
- 2008-2016 Ideal School & College, Dhaka - 1000  
SSC from Science background with General grade Scholarship (5.0 GPA)

## ACADEMIC PROJECTS

- Maps 'n Bags  
An Itinerary Planning System with Trip Suggestions, Travel Tracking, Budget Management and Travel Diary. Developed with ExpressJS, Material UI, PostgreSQL, Firebase and Selenium.  
[Org] [Frontend] [Backend] [Google Maps Scrapper]
- Creative Production Management  
As the name suggests, it is a Production Management System for a Creative Agency. System design with BPMN, Mock UI, ERD, Sequence & State Diagrams.  
[Resources] [Estimation Module]
- Red Light Green Light  
A Traffic Light Controller with adaptive car count and train detection. Developed with Arduino.  
[Video] [Code]
- Withered Away  
An Old Home Management System developed with ExpressJS, Material UI and Oracle. Later adapted for PostgreSQL.  
[Video] [Backend] [Frontend] [PostgreSQL Adaptation]
- Four In A Row  
The game 'Connect 4' developed with C++ in iGraphics  
[Game] [Code]

## EXTRA CURRICULAR ACTIVITIES

- Current Director (Marketing & Communication), Buet Cyber Security Club  
Social Media Manager, CTF & Seminars' Organizer
- Volunteer, Buet System Analysis, Design and Development Community (BSADD)  
Content Writer, Web Developer
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- Former President of Writing and Publication, Notre Dame English Club  
Worked as an Editor in 8 publications, adjudicated 5+ competitions, organized 3 National English Carnivals and supervised over 100 volunteers in two of them, arranged more than 12 Intra College Workshops, Seminars and Competitions, managed more than 22 sponsors for the club with a monetary value of approximately 1.4 million. All that in less than 3 years.  
Publications: Odyssey 5th Edition (Aug 2019), The Glowing Wick 2019 (Feb 2019), Odyssey 4th Edition (Jul 2018), The Glowing Wick 2018 (Feb 2018), Odyssey 3rd Edition (May 2017)
- Volunteer, Ideal Debating Club  
Worked as a Sub-Editor on a publication. Part-time debater.  
Publications: Oritro 11th Edition (2016)

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## ABOUT ME

I am a passionate and enthusiastic learner carrying the emblem of positivity and motivation. I work diligently both individually and in teams generating a plethora of creative ideas.

I always go the extra mile to deliver the most creative, innovative and top-notch performance.

I am always inspired by career growth opportunities and can easily adapt to a new environment.

## SKILLS

- C++, Java, Python
- HTML5, CSS, Bootstrap
- NodeJS, ReactJS, Material UI
- Oracle, PostgreSQL, MongoDB