WASIF JALAL

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EDUCATION

BANGLADESH UNIVERSITY OF ENGINEERING AND TECHNOLOGY Dhaka, Bangladesh
Bachelor of Science in Computer Science and Engineering 2020 – present

NOTRE DAME COLLEGE Dhaka, Bangladesh
Higher School Diploma (GPA 5.0/5.0) June 2019

WORK EXPERIENCE

CORONAJOY BANGLADESH (online public health portal operational during COVID-19 crisis) Dhaka, Bangladesh
Core Developer (ReactJS, NodeJS, Firebase) Jun 2021 – Oct 2021

RESEARCH EXPERIENCE

ORANGE : GENOMICS-BASED TISSUE AGE PREDICTION MODEL Dec 2023 – present
Undergraduate Thesis, Supervised by Prof. Dr. M. Sohel Rahman, Bangladesh Univ. of Eng. & Tech.

RAILCOP : ACCIDENT FORECASTER AND RAILTRACK MONITORING SYSTEM Oct 2022 – present
Collaboration with Md. Adnan Quaium, Asst. Professor, Ahsanullah Univ. of Science & Tech.

SKILLS AND INTERESTS

Research Interests

Bioinformatics: Longevity and aging, Aging-oriented disease prediction, Multimodal age prediction techniques
Deep Learning: Transformer-based architectures, Generative models, Feature selection strategies
Computer Vision: Vision transformers, CNN-Transformer hybrid networks, 3D Image Processing

Technical Skills

Data Science & Machine Learning: Python, Microsoft Excel, NumPy, scikit-learn, Pandas, PyTorch, Torchvision, TensorFlow
Database Design & Operation: PostgreSQL, PL/pgSQL, MongoDB, Firebase Firestore
Full-Stack Development: Web back ends with Node.js; Front ends with ReactJS, Svelte; Flutter (cross-platform mobile apps)

Languages

Proficient in English, native speaker of Bengali, fluent in Hindi, and beginner in Spanish.

Programming Languages

Proficient in C/C++, Python, Java, JavaScript/TypeScript, PHP, Bash and Dart.

NOTEWORTHY PROJECTS github.com/wjalal

BUSBUDDY — TRACKING AND TICKETING SOLUTION FOR BUET BUS SERVICE Aug 2023 – present
- Designing, implementing and maintaining platform frontend (Flutter) and backend (Node.js) as part of six-person team
- Implemented security, scalability solutions, route search, ticket purchase, live GPS tracking from staff end, and feedback / bus requisition system in Node.js and PL/pgSQL

RAILBUDDY — RAILWAY E-TICKETING AND ROUTE PLANNING PLATFORM Sep 2022
- Designed and implemented platform frontend (Svelte) and backend (Node.js) as part of two-person team
- Scraped data and implemented nationwide railway schedule database and user management system in PostgreSQL

RACE — HARDWARE RACING GAME Mar 2023
- Designed and implemented hardware-based racing game in 5-person team Arduino microcontrollers

EMERGENCY CHAT — CROSS-PLATFORM WEB CHAT APPLICATION Jul-Aug 2024
- Built a web chat application with basic modern features during an internet blackout in Bangladesh

DX-BALL REINCARNATION — PC GAME Dec 2020
- Built a remake of the classic DX-Ball game with C using the OpenGL-based GLUT library and SDL2.
- Designed game elements, logic, graphics and animations