

EHSAN UL HAQUE

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TECHNICAL SKILLS

- **Languages & Databases:** C#, Python, Java, C, C++, Microsoft SQL Server, Oracle, MySQL, MongoDB
- **Backend:** .NET Framework, .NET Core, Entity Framework, NLog, Log4Net, NUnit, MSTest, Ninject
- **Frontend** TypeScript, JavaScript, jQuery, Ajax, React.js, Next.js, AmCharts, Tailwind, Bootstrap
- **Others:** AWS, Docker, Git, Jira, GitHub, GitHub Actions, TeamCity, Octopus, DBUp, Shell Scripting, PowerShell, Bash

EXPERIENCE

Graduate Researcher/Teaching Assistant — University of Connecticut, Storrs, CT Aug 2019 – Current

- Conducted UX research on users' security & privacy behavior; leading to 3 publications in renowned HCI venues.
- Developed a library automating Amazon MTurk workflows using C# and .NET, reducing study debriefing time by 70% through automated Worker communications and email logging systems.
- Containerized the OS161 development environment using Docker on Ubuntu 22.04, reducing student setup time by 50% while eliminating VM related platform-dependency errors by 100%.

Senior Software Engineer — Enosis Solutions, Dhaka, Bangladesh Jul 2017 – Jul 2019

- Led Agile sprint planning in Jira for a 5-developer team, managing story point estimation and task distribution to achieve a 95%+ on-time delivery rate.
- Optimized large-scale SQL Server database architectures through query structure optimizations (CTEs, parameterized procedures), reducing operational latency by 40% for data-intensive applications.
- Developed a data visualization web platform using .NET MVC, JQuery DataTables, and AmCharts, delivering interactive dashboards, reducing data analysis time by 30%.
- Architected end-to-end CI/CD pipelines using TeamCity, Octopus Deploy, and DBUp, accelerating client feedback cycles by 30% and reducing production issues by 20%.
- Implemented a technical acceleration program covering advanced codebase patterns, DevOps workflows, and SOLID principles, reducing new hire integration time by 25% while ramping up 4 engineers to full project contribution.

Software Engineer — Enosis Solutions, Dhaka, Bangladesh Mar 2016 – Jun 2017

- Architected RESTful APIs and backend services in ASP.NET, achieving 100% test coverage with NUnit/Moq and reducing integration time by 40%.
- Implemented Data Access Layers using Entity Framework, blending business requirements with efficient data retrievals for high-throughput applications.
- Developed centralized .NET logging library using NLog and Log4Net, reducing logging implementation time by 60% across 5 enterprise applications.
- Developed an automated pipeline using PowerShell to generate offline versions of high-impact applications, reducing manual setup time by 80%.

EDUCATION

PhD in Computer Science and Engineering — University of Connecticut Mar 2025 (expected)

- **GPA:** 4.0/4.0
- **Research Interest:** Usable Security & Privacy, Human-Computer Interaction, AI in Security & Privacy.
- **Awards:** Predoctoral Prize for Research Excellence (awarded to outstanding PhD students), Best Paper Award at CHI '23 (top 1% papers), Synchrony Cybersecurity Graduate Fellowship (awarded to promising cybersecurity researchers).

BS in Computer Science and Engineering — Bangladesh University of Engineering and Technology Mar 2016

- **Awards:** Dean's List Award (awarded to the students performing best in an academic year).

PERSONAL PROJECTS

Amazon Product Review Scraping and Parsing Toolkit Python, Poetry, BS4

- Implemented multi-category product and review extraction tool with proxy integration for reliable web scraping.
- Developed flexible filtering system to allow review extraction based on keywords, ratings, and categories.
- Integrated configurable export formats (CSV/JSON), enabling seamless integration with analytics tools.

Tic-Tac-Toe AI – Unity Game C#, Unity Engine

- Developed an AI opponent with three distinct difficulty levels, enabling players to progressively challenge themselves.
- Implemented an unbeatable AI mode, ensuring optimal move selection and strategic gameplay at each step.
- Integrated a 2D GUI-based game interface with real-time move validation, ensuring an engaging gameplay experience.