

NAFIS ABDULLAH AZAD AKTER

Software Engineer | Full-Stack Developer | Applied AI / AI Engineering

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PROFILE

Computer Science graduate and software engineer with professional experience spanning enterprise middleware, full-stack development and scientific software. Experienced in Python, JavaScript/TypeScript, React, FastAPI, Java, C/C++, APIs, Docker and Linux. Recent work includes building an AI-powered desktop manga colorization application with local inference on Apple Silicon and NVIDIA GPUs. Seeking hands-on product engineering roles where I can build software, web/mobile products, AI-enabled applications or developer tools rather than primarily support and incident-troubleshooting work.

TECHNICAL SKILLS

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

Web / App: React, Next.js, Node.js, FastAPI, Electron, REST APIs, Firebase, MySQL, React Native, Ionic

AI / ML: PyTorch, TensorFlow, Keras, local model inference, computer vision, image processing, MPS/CUDA workflows

Engineering: Git/GitHub, Docker, Linux, Playwright, Jira, Confluence, Agile/Scrum, API integration, testing/debugging

Enterprise: webMethods Integration Server / Microservices Runtime, Universal Messaging, API Gateway, TLS/SSL, LDAP, JVM diagnostics, OpenShift/Kubernetes

PROFESSIONAL EXPERIENCE

IBM — Associate Technical Support Engineer, webMethods

Madrid, Spain | 2024–2026

- Supported enterprise integration platforms used in production environments, working across Integration Server, Microservices Runtime, Universal Messaging, API Gateway and related webMethods components.
- Investigated complex Java/JVM, API, scheduler, messaging, LDAP, TLS/SSL and container-platform issues using logs, thread/heap diagnostics, packet captures, reproduction environments and product documentation.
- Worked directly with customers, engineering and development teams to reproduce defects, isolate root causes, validate fixes and communicate technically precise remediation steps.
- Built strong practical knowledge of distributed systems, middleware, APIs, networking, Linux and production software behavior that transfers directly to backend and platform engineering.

Quasar Science Resources S.L. — Junior Software Developer

Madrid, Spain | Jan–Jun 2022

- Developed and maintained software around RTS2/telescope systems for visualizing telescope data and supporting tracking of man-made objects in space.
- Worked with C, C++, Python, JavaScript and PHP in a scientific software environment, collaborating with engineers and scientists.
- Used Docker, Git, Jira and Confluence within an Agile/Scrum team and provided technical implementation support across multiple development tasks.

Independent Software Development / Product Projects

2022–Present

- Built web, desktop, mobile, AI and media applications across React/Next.js, Python, FastAPI, Electron/Tauri, Firebase and related technologies; maintained projects in GitHub.
- Developed Aethers Emporium web applications and continued building personal product concepts including anime/manga software and AI-assisted applications.

SELECTED PROJECTS

AI Manga Colorizer — Desktop AI Application

Python • FastAPI • React •
TypeScript • Electron

- Built a desktop application that colorizes black-and-white manga using a local ML colorization engine while preserving line art and text.
- Designed a FastAPI backend and React/TypeScript Electron frontend with single-image and batch workflows, manga browsing/reading, local library management and Playwright-powered downloading.
- Implemented hardware-aware local inference supporting Apple Silicon MPS, NVIDIA CUDA and CPU execution, with batch processing and configurable image-processing controls.

NHS “Being A Parent” Application — Team Project / Team Lead

Ionic • JavaScript • Firebase

- Led a team project developing a parent-support application for an NHS-related initiative, contributing to both application architecture and full-stack implementation.

BCI / Computer Vision & Interactive Computing Projects

Python • ML • Unity • C#

- Built academic and personal projects spanning brain-computer-interface experimentation, computer vision, immersive VR/3D audio and multiple Unity/LibGDX games.

EDUCATION & RECOGNITION

King’s College London — BSc Computer Science

London, UK | 2016–2021

Relevant study: Software Engineering, Data Structures & Algorithms, Database Systems, Artificial Intelligence, Computer Vision, Computer Graphics, Internet/Computer Systems.

- MLH Hack Kings — 1st place, Qualcomm Snapdragon competition (2017).
- Programming competition winner; student teaching-assistant experience.

ADDITIONAL

Work mobility: based in Spain with ability to pursue opportunities across Europe and the UK; open to relocation for the right software/AI role. Languages and exact work-authorization wording can be tailored by application region.