



Adnan Islam

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OBJECTIVE:

Seeking a full-time position within frontend developer role where my skills and experience can be utilized and practiced in every aspect to enhance my knowledge and potential extensively to achieve the organization goal.

EMPLOYMENT:

Research Assistant (Summer Internship)

1st June 2020 – 31st August 2020

Ubiquitous Computing Research Center
University of Oulu
Oulu, Finland

Responsibilities:

- Developed a website using HTML5, CSS3, and JavaScript (<https://adnan-islam.github.io/summer-intern-project/>).
- Attend meeting with supervisor in regular basis to ensure the progress of the project.
- Complete any additional tasks given by supervisor.
- Update and receive feedback about completed tasks, follow up by solving issues that are highlighted in feedback notes.
- Suggest fruitful ideas to accomplish goal of the project.

SKILLS AND QUALIFICATIONS:

- Solid understanding of various interactive wireframing tools such as Balsamiq, Adobe XD.
- Proficient understanding of HTML5, CSS3, and JavaScript.
- Familiar with server-side CSS pre-processing platform like SASS.
- Have adequate knowledge of jQuery.
- Good understanding of Python.
- Basic knowledge of ReactJS.

EDUCATION:

- **Master of Science in Computer Science and Engineering (Applied Computing)**
September 2019 – June 2021
University of Oulu, Oulu, Finland.

PROJECT PORTFOLIO:

- Have experience in working with interactive wireframing tools like Balsamiq and Adobe XD. I have developed interactive website, Fab Lab Documentation Tool, for my Interaction Design course and created mobile app version of this tool for Human Computer Interaction (HCI) course. The Fab Lab Documentation Tool was developed using Balsamiq and Adobe XD (https://drive.google.com/file/d/1a54-nDF_oTW9UVx4641VDXjX1UtrNMp/view?usp=sharing).
- I have contributed to developing a website using React.js in software project course. This website was created for the Archaeological department of University of Oulu aiming to develop a crowd source-based platform to share information related to historical archeological places. The project is not fully completed yet, thus not in real life operation. Code for this project can be found here (<https://github.com/ttokola/arkeologia>) and the website looks like this (<https://www.muistokartalla.fi/>).
- I was part of a team to develop an online booking management system (API) using Python in Programmable Web Project course. In this project we have used SQLite3 for the backend and SQLAlchemy as object-relation mapper. We have also used Flask for running and testing the application. Code can be found here (https://github.com/Adnan-Islam/PWP_Project).

KEY STRENGTH:

- Excellent analytical skills in terms of problem solving.
- Managing multiple tasks simultaneously, can prioritize and escalate tasks when necessary.
- Quick learner, self-motivated and great team player.
- Proactive and committed team member, with a positive 'can do' attitude.
- Works well under pressure and within strict deadlines as an effective team player.
- Always result oriented and focus to the organization long term strategic goal and objectives.

LANGUAGE:

- Excellent verbal and written communication skills in English.
- Able to do daily conversation in Finnish.

PERSONAL:

- Have Finnish driving licence and own a car.
- Interested in browsing new technology and IT matters, playing cricket and soccer, traveling.

REFEREES:

Aku Visuri
Email: Aku.Visuri@oulu.fi
Postdoctoral Researcher
Ubiquitous Computing Research Center
University of Oulu
Internship Supervisor

Ella Peltonen
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