

Mohammad Ariful Islam

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Motivated and detail-oriented Computer Science graduate specializing in Python and Java, with a solid understanding of Object-Oriented Programming (OOP), design patterns, and writing clean, readable and well-structured code. Seeking a professional position to advance hands-on practical skills further by learning from and working with more proficient and experienced people in a dynamic team.

Projects

FPS Coach

- Teamed with 3 people to build a web application where FPS gaming coaches can tutor interested players looking to improve their gameplay
- Developed the backend infrastructure leveraging the Django framework, ensuring robust and scalable implementation.
- Collaborated with the front-end members to integrate the backend efficiently
- Ensured code reusability, testability, and maintainability for a seamless coaching platform

Online Estate Purchase App

- Worked with a group of 5 to create a web application where property can be sold and purchased
- Utilized PHP for server-side scripting, form handling, and database interactions.
- Implemented a robust MySQL database to efficiently store and retrieve property information
- Designed database schemas to support complex queries and ensure data integrity.

Interactive Game Catalog

- Engineered and implemented a responsive and interactive user interface utilizing TypeScript and the Angular framework for optimal user experience and engagement.
- Integrated an external API to fetch and display up-to-date information on games, including details, ratings, and release dates.
- Applied TypeScript to enhance the frontend's ability to handle asynchronous data retrieval.
- Optimized codebase and employed best practices to ensure high performance and scalability of the web application.
- Utilized Azure DevOps for version control, task tracking, and collaborative development.

Others:

- Built a small decentralized application using solidity, remix IDE and a simulated etherium network where users could upload missing person data, filter the list of missing people by divisions, and admin could only toggle missing to found.
- Developed a web-based snake game using javascript

- Created a password generator with password strength measure feature to enhance security using python

Education

BRAC University, BSc in Computer Science | Graduate | January 2024 | CGPA: 3.82

Notable courses: System Analysis and Design & Software Engineering, Artificial Intelligence, Cloud Computing, Business - Basics, Ethics and Environment, Blockchain and Cryptocurrency

- Merit-based Scholarship
- Graduated with Highest Distinction Honor
- Thesis: Covert Data Transmission using Secret-sharing and Network Steganography

Maple Leaf International School | O level in 2017 | A level in 2019

- Daily Star Award and Edexcel Award 2017 for O levels
- Daily Star Award 2019 for A levels

Work Experience

Student tutor at BRAC University

- An active tutor of the student tutor programme at BRAC University from August 2022 to December 2023
- Tutored students in the course Data Structures, emphasizing OOP concepts and problem-solving
- Improved communication and interpersonal skills by assisting other tutors and faculties

Skills

- **Programming languages:** Python, Java, Solidity
- **Web Development:** PHP, Django, HTML, CSS, Javascript, Angular
- **Database:** MySQL, MongoDB, Firebase
- **Tools and Technologies:** Git, Linux, VMs, Docker, Azure DevOps
- Familiar with cloud computing and blockchain concepts
- **Soft skills:** Teamwork and collaboration, time management, adaptability, attention to detail and problem-solving

Social Media

[Github](https://github.com/ArifulHoHo) — <https://github.com/ArifulHoHo>

[LinkedIn](https://www.linkedin.com/in/ariful005) — <https://www.linkedin.com/in/ariful005>

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