Asifur Asif

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Education

Wayne State University **May 2026**
Bachelor of Science in Computer Science *Detroit, MI*

Relevant Coursework

- BE 1600: Intro to Python
- BE 2100: Basic Engineering I: CAD
- CSC 1100: Problem Solving And Programming
- MAT 2010: Calculus I
- CSC 2100:Object-Oriented Programming Essentials
- CSC 3750: Intro To Web Tech
- CSC 1500: Fundamental Structures In CS

Projects

Pokedex | *JavaScript, HTML, CSS* **July 2024**

- Built a responsive Pokémon web app with JavaScript, using the PokeAPI to dynamically display and filter Pokémon, improving user experience.
- Optimized app performance using caching strategies and preloading techniques, ensuring quick access and smooth navigation through efficient data retrieval.
- Implemented a custom CSS framework utilizing variables and modern layout algorithms to achieve a visually cohesive and responsive design across all devices.
- Designed interactive UI components with search and sorting algorithms, enhancing user interaction and data management for a more engaging experience.

AI Chatbot | *Python, OpenAI* **November 2023**

- Developing a conversational chatbot in Python by integrating OpenAI's GPT-3 API for interactive user responses.
- Implementing error handling to ensure stability by catching exceptions and providing meaningful error feedback during API calls.
- Designing a continuous prompt loop, allowing users to engage in extended conversation with exit functionality.
- Exploring potential features for future integration, such as memory persistence to enhance user interaction by remembering previous conversations.

Text Based RPG | *HTML, CSS, JavaScript* **Jun 2023**

- Developed an RPG game using HTML, CSS and JavaScript to create a text-based RPG game..
- Implemented JavaScript to create a user experience in order to interact with the correct elements of the web page.
- Utilize HTML for layout, dividing sections for game interface, character stats, and game log.
- Apply CSS for visual enhancements, creating UI elements, and improving user experience.

Whack-A-Mole | *JavaScript, HTML, CSS* **November 2023**

- Develop functionality to randomly generate mole appearances, track scores, and manage game timer.
- Construct layout using HTML, including mole containers and scoreboard.
- Apply CSS for visual elements such as mole appearance, background, and scoreboard design for a polished look.
- Implement event listeners to detect player clicks on moles and update game state accordingly.

Sudoku Solver | Python **December 2024**

- Developed a Python-based Sudoku generator that creates randomized puzzles by filling a 9x9 grid with valid numbers and removing cells to provide customizable difficulty levels.
- Implemented an efficient backtracking algorithm to solve Sudoku puzzles, ensuring optimal performance for all valid inputs.
- Designed utility functions to validate grid constraints, such as row, column, and subgrid rules, ensuring correctness in puzzle generation and solving.
- Leveraged randomization techniques to ensure diverse puzzle creation, enhancing the program's replayability and user engagement.

Technical Skills

Languages: Python, C++, HTML/CSS, JavaScript
Developer Tools: VS Code
Technologies/Frameworks: GitHub