Fezaul Haque Shaju

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PROFILE SUMMARY

Enthusiastic Computer Science student with a strong foundation in programming and software development. Experienced in building academic and personal projects across web, desktop, and graphics domains. Skilled in applying problem-solving techniques to create practical, efficient, and user-friendly applications. Eager to learn emerging technologies, work in collaborative environments, and contribute to impactful solutions.

EDUCATION

- **American International University - Bangladesh**   Dhaka, Bangladesh
  Bachelor of Science in Computer Science & Engineering   *Feb 2022 – Present*
  - CGPA: 3.27

SKILLS

- **Programming Languages:** C++, Python, HTML, CSS, JavaScript, PHP, Java

- **Libraries/Frameworks:** Asp.Net

- **Tools / Platforms:** Git, Bash, Linux, Figma

- **Databases:** MySQL

EXPERIENCE

- **WiconBD**   Dhaka, Bangladesh
  Junior Web Developer   *Jan 2023 – Dec 2023*
  - Contributed to the development and maintenance of company websites and client projects.
  - Worked with HTML, CSS, JavaScript, PHP, and MySQL to build and optimize web applications.
  - Collaborated with senior developers to debug, test, and deploy scalable solutions.
  - Improved website performance and implemented responsive design for better user experience.

PROJECTS

- **Online Learning Management System — PHP, CSS, HTML, JavaScript**
  A web-based platform with full CRUD operations for managing courses and users. Implemented secure authentication, role-based access control, quizzes, assignments, and feedback.

- **Mini Apple Store — Java, Java Swing, SQLite**
  Desktop-based e-commerce application enabling browsing and purchasing Apple products. Included CRUD operations, authentication, shopping cart, order history, and image uploads.

- **Online BookStore — JavaScript, Asp.Net, Bootstrap, jQuery**
  RESTful API-driven book management system with responsive UI. Integrated sales tracking, reporting, and export of sales summaries using jsPDF and QuestPDF.

- **Village Scene (Computer Graphics Project) — C++**
  Developed a graphics-based simulation of a traditional village using C++ and graphics libraries. Implemented interactive visual elements such as houses, trees, river, sun, and animated objects to demonstrate fundamental computer graphics concepts.