Hussnain Ul Abidin
Full Stack Developer / Programmer

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As a dedicated computer science student at the National University of Computer and Emerging Sciences, I bring a passion for full stack development alongside a diverse project portfolio. From crafting engaging 2D games to tackling intricate problems in Data Structures and Algorithms, I thrive on challenges. My keen interest in development drives me to optimize systems and ensure seamless functionality behind the scenes

EDUCATION

BS in Computer Science
Fast National University

08/2022 - Present

Courses

- Programming Fundamentals
- Data Structures
- Operating Systems
- Design and Analysis of Algorithms
- Object Oriented Programming
- Assembly Language
- Data Base

WORK EXPERIENCE

FULL STACK DEVELOPER INTERN
One Day Event Insurance

06/2023 - 08/2023

Achievements/Tasks

- Wrote backend API using Node and Implement UI designs.
- Optimize different routes end points.
- Integrated Third Party APIs.

Contact : Nusrat Hina - Hina@insure123.com

CERTIFICATES

1. Backend Development with Node JS

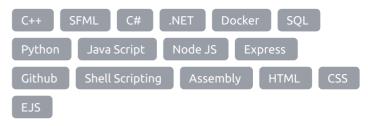2. Web Development Bootcamp 2024

3. Fundamentals of Database

INTERESTS

Full Stack Development   Game Development

Problem-Solving   Video Gaming

SKILLS

C++   SFML   C#   .NET   Docker   SQL
Python   Java Script   Node JS   Express
Github   Shell Scripting   Assembly   HTML   CSS
EJS

PERSONAL PROJECTS

Space Shooter 2D game
https://github.com/Hussnainulabidin/SpaceShooter_Game
- Use SFML for rendering and managing game graphics.
- Implement OOP in C++ for organizing game components/Concepts and flow.
- Employ problem-solving for player movement, enemy behavior, and collision detection in the space shooter.

Interplanetary File System (IPFS)
https://github.com/Hussnainulabidin/InterPlanetary-File-System-IPFS-
- IPFS-inspired decentralized file storage using advanced data structures.
- Utilized DHT for random machine allocation, ensuring robustness.
- Integrated B-Tree for efficient file organization and retrieval.
- Employed hashing for balanced file distribution and resource optimization

Account Management Desktop Application
https://github.com/Hussnainulabidin/Account_Manager
- Created a .NET Windows Forms app for efficient game account management.
- Used MySQL for secure storage and employed SQL queries for data operations.
- Designed an intuitive UI for easy navigation and usability.

Pacman Game in Assembly
https://github.com/Hussnainulabidin/PacMan
- Developed a 2D Pacman using assembly language with autonomous chasing ghosts
- Used irvine32.inc to add vibrant colors, enhancing visual appeal
- Incorporated macro.inc for immersive audio effects
- Implemented winmm.lib for storing player scores, adding competitiveness.

Rate My Restaurant Website
https://github.com/Hussnainulabidin/RateMyRestaurant_Website
- HTML/CSS frontend with Node.js/Express backend.
- Dynamic routes handling with Express.
- Parsing user data via GET and POST requests.
- EJS for dynamic HTML generation.
- Serving HTML files with Express.