

SHAFAYATUR RAHMAN

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LinkedIn · GitHub · Portfolio



PROFESSIONAL SUMMARY

Computer Science undergraduate with a diverse technical skillset spanning full-stack web development, cybersecurity, and systems programming. Demonstrated ability to build scalable applications using Next.js and Supabase, as well as developing security tools like file integrity monitors. Passionate about educational technology and currently establishing a STEM learning platform for students in Bangladesh.

EDUCATION

Bachelor of Science in Computer Science <i>BRAC UNIVERSITY</i> , Bangladesh	2026
• Relevant Coursework: Cybersecurity, Operating Systems (Threads/Synchronization), Computer Graphics, Data Structures & Algorithms.	
Higher Secondary Certificate (HSC) — Science <i>GOVT. SCIENCE COLLEGE, DHAKA</i>	2020 <i>GPA: 5.00/5.00</i>
Secondary School Certificate (SSC) — Science <i>MOTIJHEEL GOVT. BOYS' HIGH SCHOOL, DHAKA</i>	2018 <i>GPA: 5.00/5.00</i>

TECHNICAL SKILLS

- **Languages:** Python, C/C++, JavaScript, TypeScript
- **Web Technologies:** Next.js, React, Supabase, Vercel, HTML5, CSS3
- **Systems & Security:** Network Scanning, File Integrity Monitoring, VSFS Filesystems, Metadata Journaling
- **Tools & Graphics:** PyOpenGL, Git, VS Code, Linux/Unix

PROJECTS

Kickoff-Kits Full-Stack E-commerce Platform	<i>Next.js, Supabase, Vercel</i>
• Developed a dynamic e-commerce platform for football merchandise with a dedicated admin dashboard.	
• Implemented secure user authentication and real-time database updates for inventory management.	
Cybersecurity Toolkit Python HIDS and Integrity Checker	<i>Python, Socket Programming</i>
• File Integrity Monitor: Built a real-time monitoring system that flags unauthorized file modifications.	
VSFS Metadata Journaling Systems Engineering	<i>C/C++, File Systems</i>
• Implemented metadata journaling within a Virtual Simple File System (VSFS) to prevent data corruption.	
• Designed transaction logging mechanisms to ensure atomic file operations and rapid recovery during crashes.	
3D Car Racing Game Computer Graphics	<i>Python, PyOpenGL</i>
• Developed a 3D racing game featuring custom physics, rendering pipelines, and collision detection.	
• Applied linear algebra for 3D transformations and camera movement logic.	

LEADERSHIP & EXPERIENCE

Ed-Tech Initiative (Upcoming) | Founder & Lead Instructor

- Launching an educational platform to teach Physics and Math to Class 9-10 students in Bangladesh.
- Producing video lectures and curriculum resources aligned with the national board syllabus.