MD MAINUL HOSSAIN CHISTY

Contact

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Md Mainul Hossain Chisty

Mainul21

About Me

A recent Computer Science graduate with a strong foundation in front-end development and technical documentation. Eager to apply skills in **React**, **JavaScript**, and **Python** to solve problems and contribute to innovative software solutions. Seeking a challenging role in a collaborative team where I can grow as a developer and help build products that make a real impact.

Skills

- HTML
- Tailwind CSS
- JavaScript
- React
- Python
- GitHub
- Technical Writing
- PostgreSQL

Education

Bachelor of Science in Computer Science
BRAC University 2021 - 2025

Experience

City Bank PLC
Intern—Information Technology Division FEB 2025 - MAY 2025

- Wrote and maintained **user manuals** and **technical documentation** for various software systems, ensuring clarity and accuracy for end-users and developers.
- Gained hands-on experience in a **corporate IT environment**, learning professional workflows and team collaboration tools

Projects

Core Banking System
Academic prototype of a modular banking system

- Developed a full-stack academic project to simulate core banking functionalities, including **user authentication**, **transactions**, and **loan management**.
- Designed and implemented a relational database schema in **PostgreSQL** to securely store user and transaction data.
- Incorporated an **audit log** to track all user activity, enhancing security and accountability within the system.

Portfolio Website
Personal portfolio website

- Developed a **fully responsive personal portfolio** to showcase projects and skills using React and Tailwind CSS.
- Implemented **modern UI/UX design principles** to create a clean, intuitive, and visually appealing user interface.
- Optimized the website for fast loading times and **cross-browser compatibility**, ensuring a seamless user experience.

Snake Game
A classic arcade-style game built using Python and OpenGL

- Implemented core game mechanics, including movement, collision detection, and score tracking.
- Used the Midpoint algorithm for rendering graphics and shapes with OpenGL.
- Added play/pause functionality and multiple difficulty levels for enhanced gameplay.
- Focused on performance optimization to ensure smooth rendering and responsive controls.

References

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