



MD MAINUL HOSSAIN CHISTY

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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
- Node.Js
- Express.Js
- MongoDB
- PostgreSQL
- Python
- Technical Writing
- Github
- Corteza

References

Zaber Mohammad
Lecturer, BRAC University
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Rakin Bin Rabbani
Lecturer, BRAC University
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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.
- SELISE Digital Platform**
Intern Developer—Finance & Legal OCT 2025 - Present
 - Working to **automate** finance works for the company using a **low-code platform** like **corteza**.

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.