

# MUBTASIM AHMED RAKHEEN

+18174494705 . mrakheen10@gmail.com . [GITHUB](#) . [LINKEDIN](#) . [PORTFOLIO](#)

## EDUCATION-----

**The University of Texas at Arlington | AUG, 2020 - DEC, 2024 | Currently Pursuing**  
**Major: Bachelor of Science Computer Science, Mathematics Minor**

## PROFESSIONAL EXPERIENCE-----

### **Boating Simulator Project - Senior Design Project**

**Software Developer | Dallas, TX | AUG 2023 - Present**

**Project Sponsored by [US Army Corps of Engineers \(USACE\)](#)**

- Worked in a team of 5 Software Developers.
- Worked on the project in sprints, and did a weekly presentation on each sprint, Agile Methodology.
- Arranged and Attended weekly meetings with the sponsor, USACE, to discuss project requirements and current progress.
- Using Unreal Engine and plugins like Terrain Magic to create the simulation landscape.

## OTHER SKILLS

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## EDUCATION

The University of Texas at Arlington | AUG, 2020 - JUNE, 2025 | Currently Pursuing  
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## PROFESSIONAL EXPERIENCE

### TRIO SSS Peer Educator | Aug 2023 - Jan 2024

The University of Texas at Arlington

- I have tutored Mathematics, Physics, and Computer Science one-on-one sessions.
- Organized virtual tutoring sessions.
- Helped TRIO SSS student events.

### Resident Assistant | Jan 2022 - Aug 2022

The University of Texas at Arlington

- Planned and hosted events.
- Did on-call duties.
- Did front desk duty.
- Enforced UTA and Hall policies.
- Was part of the UTA Dining Committee.
- Did other extra duties for UTA ARL.

**PROGRAMMING** *Python ; Java ; JavaScript ; HTML ; CSS ; C++ ; C ; Assembly*  
**LANGUAGES:**

**SKILLS:** *UI/UX Low & High Fidelity Wireframing with Figma; Microsoft Office; Google Workspace; Project Management; Graphic Design; Social Media; Email Management Android Studio ; iOS App Development ; NodeJs ; Version Control - Git ; Bash ; PowerShell*

**HONORS & AWARDS:** *FRESHMAN DISTINCTION ROLL by University of Texas at Arlington ;  
MAVERICK ACADEMIC SCHOLARSHIP by University of Texas at Arlington;  
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## SIDE & CLASS PROJECTS

### [Fast As Light Android Mobile Game](#)

- Collaborated on Android game development project.
- Used Java, Android Studio, and Firebase.
- Implemented Agile Methodology with defined work cycles.
- Comprehensive project documentation within repository.

### [Monster Dice RPG](#)

- Developed Java GUI game using OOP concepts.
- Utilized MVC software architectural pattern.
- Implemented Java Swing library.
- Features: Start Game, Create Character, Load Character, Save Character, Exit.

### [Read Odyssey Travel Forum Webapp](#)

- Collaboratively developed Travel Forum Webapp with Subredyssey.
- Utilized Agile Methodology with iterative work cycles.
- Leveraged Julian Tjong's Ribbit open-source GitHub project.
- Used React, Bootstrap, and Redux for the frontend. Used Django for the backend.
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### [Car Rental SQL Database and GUI](#)

Database and Python Tinkter GUI for SQL Queries for a Car Rental Database system.  
CarRental2019.db is the database file and gui.py is the GUI program file.

**LANGUAGES:** *Python ; Java ; JavaScript ; HTML ; CSS ; C++ ; C*

## FRAMEWORKS AND

## DATABASES:

*React ; Django ; Spring Boot ; SQL ; Firebase ; Mongo DB*

**OTHER SKILLS:** *Agile Methodology ; Critical & Logical Thinking ; Communication ; JUnit Testing ;  
UI/UX Low & High Fidelity Wireframing with Figma ; Android Studio ; iOS App  
Development ; NodeJs ; Version Control - Git ; Bash ; PowerShell*

## UNIVERSITY COURSES

## TAKEN:

*Algorithm and Data Structures ; Database Systems and File Structures ;  
Object Oriented Programming ; Computer Networking*

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IMPORTANT ACADEMIC  
COURSEWORK: *Algorithm and Data Structures ; Database Systems and File Structures ;  
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