

Nahim Kamruzzaman

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EDUCATION

University of Maryland, Baltimore County

Bachelor of Science in Computer Science, Minor in Economics

May 2024

Baltimore, MD

- **GPA:** 3.63
- **Courses:** Data Structures, Design and Analysis of Algorithms, Operating Systems, Data Visualization, Database Management Systems, GUI, Computer Security, Software Engineering

EXPERIENCE

UMBC IT Grit Guide

UMBC Undergraduate Admissions Office

Oct. 2023 – Present

Baltimore, MD

- Addressed data integrity issues by conducting daily manual linking operations, effectively resolving discrepancies and unlinked files within the database.
- Managed confidential student records to ensure completeness and accuracy of applicant records.
- Established a comprehensive database for the admissions department to streamline the evaluation of prospective student applications.

Software Engineering Intern

Unified Ceilometer Network (Atmospheric Lidar Group)

Sep. 2022 – Jun. 2023

Elkridge, MD

- Developed and maintained a microservices architecture with Django, Redis, Celery, and Docker for EPA/NASA atmospheric data, using organized sprints and timeline-driven development.
- Implemented a download feature using Django REST Framework, Redis, JQuery, and Bootstrap, enabling access to 5000+ daily files per ceilometer site with a focus on data efficiency and integrity.

PROJECTS

Portfolio Website | *ReactJS, HTML, CSS*

Jan. 2024 – Present

- Developed a dynamic and visually appealing portfolio website using HTML, CSS, and JavaScript.
- Leveraged Javascript libraries, such as React.js, to enhance interactivity and user engagement.
- Functioned as a valuable online portfolio, showcasing a comprehensive body of work and technical expertise.

2D Dungeon Crawler Game (UMBC Group Project) | *Unity, Krita*

Oct. 2023 – Dec. 2023

- Served as Product Manager, QA Tester, 2D Asset Designer, and Developer, ensuring stakeholder requirements and documents met AGILE principles.
- Upheld AGILE methodologies within the group, overseeing iterative development cycles, planning sprints for all members, and adapting to evolving requirements.
- Implemented Kanban boards for streamlined collaboration and enhanced task visibility.
- Utilized Krita for 2D assets (characters, items, tiles) and Unity for animations, movement, game mechanics, ensuring a seamless gaming experience.

Django Ticketing Website | *Django, Python*

Sep. 2022 – Dec. 2022

- Developed a ticketing website using the Python web framework Django. Customers submit support tickets and the support team keeps track of and replies to tickets.
- Utilized Django's permissions and authorization features to add login and register features as well as personalized ticket visibility.
- Implemented a status attribute for tickets, enabling the ability to filter and search them.
- Applied Django's forms feature so customers and support team can comment and reply on tickets.

TECHNICAL SKILLS

Languages: Python, C/C++, Dart, SQL, JavaScript, HTML, CSS

Frameworks: React, Django, Flutter, Unity, Unreal Engine, Godot

Developer Tools: Git, Docker, Postman, VS Code, SQLite, PostgreSQL

Libraries: pandas, NumPy, Matplotlib, PIL