



# Nasim Khan Milon

Sylhet, Bangladesh

 nasimkhanmilon@gmail.com |  +880-1721971721 | GitHub: [github.com/Nasim-Khan-Milon](https://github.com/Nasim-Khan-Milon) |  
LinkedIn: [linkedin.com/in/nasim-khan-6788b2345](https://linkedin.com/in/nasim-khan-6788b2345)

## Professional Summary

---

Software Engineering student with hands-on experience in full-stack web development. Passionate about MERN stack, backend systems, problem solving and competitive programming.

## Technical Skills

---

- **Programming:** C, C++, Java, Python, JavaScript, TypeScript, SQL
- **Web:** HTML, CSS, BootstrapCSS, TailwindCSS, React, Next, Node.js, Express
- **Database:** MySQL, MongoDB
- **Tools:** Git, GitHub, VS Code, IntelliJ IDEA

## Projects

---

### Doctor Appointment Management System

- Developed a full-stack web application for booking and managing doctor appointments
- Implemented patient, doctor, and admin dashboards with authentication
- Designed REST APIs and managed database operations
- **Technologies:** React, Node.js, Express, MySQL
- **GitHub:** [github.com/Nasim-Khan-Milon/MediApp](https://github.com/Nasim-Khan-Milon/MediApp)

### Chat Application

- Developed a real-time chat application using Java socket programming
- Implemented client-server communication for sending and receiving messages
- Designed a simple GUI for interactive user messaging
- **Technologies:** Java, Socket Programming
- **GitHub:** [github.com/Nasim-Khan-Milon/Chat-App](https://github.com/Nasim-Khan-Milon/Chat-App)

### Snack Game

- Developed an academic software project following the Software Development Life Cycle (SDLC)
- Performed requirement analysis, system design, and implementation
- Prepared proper documentation based on software engineering principles
- **Technologies:** C++, SDL2
- **GitHub:** [github.com/Nasim-Khan-Milon/SDL-Project](https://github.com/Nasim-Khan-Milon/SDL-Project)

### LibGDX Basic Game Project

- Developed a basic 2D game using the LibGDX framework
- Implemented game loop, input handling, and asset management
- Applied object-oriented programming principles in game development
- **Technologies:** Java, LibGDX
- **GitHub:** [github.com/Nasim-Khan-Milon/LibGDX-Basic](https://github.com/Nasim-Khan-Milon/LibGDX-Basic)

## Education

---

### BSc in Software Engineering

Shahjalal University of Science and Technology (SUST)

2023 – Present

## Achievements & Activities

---

- Participated in Competitive Programming sessions
- Solved 500+ problems on [Codeforces](#)
- Participated in ICPC regional preliminary contest
- Participated in Hackathons
- Champion in Table Tennis, Shaporan Hall Sports Week-2026

## Additional Information

---

- **Languages:** English, Bangla, Hindi
- **Interests:** Open Source, Competitive Programming, Web Development, ML