

RAIN RÄHNI

BACHELOR'S 2ND YEAR COMPUTER SCIENCE STUDENT

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Tallinn, Estonia

REFERENCE

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EDUCATION

Secondary education

Vanalinna Hariduskolleegium

2019-

2022 GPA

4.5

Computer science Bachelor

Tallinn University of Technology (TalTech)

2022-...

GPA

4.71

LANGUAGES

Estonian Native Language

English C1

Russian A2

SUMMARY

My strong work ethic and eagerness to learn are evident in my successful completion of courses in Python and Java programming. I approach my studies conscientiously and thrive in team settings, making me a strong candidate for any IT-related endeavors. Beyond the technical realm, I aspire to positively impact the world through technological advancements, whether initiated by me or others. Looking forward, my goal is to own a company that contributes to enhancing people's lives. Alongside my academic pursuits, I bring effective communication skills to the table. Outside of the tech world, I'm an active football player.

SKILLS

- Languages: Java, Python, Javascript, HTML, CSS, SQL, C#
- Backend: Spring boot
- TeamWork (i have been playing football since 2010)
- B Category driving license since 2022.

PROJECTS

- Room Renting Website (Website link): Developed a website with two other people as part of a course project. The goal of the website was to make renting rooms in TalTech University more comfortable for both teachers and students. We used HTML, CSS, JavaScript, and the Bootstrap 5 framework to achieve functionality for one house and room. The project was managed using GitLab.
- Personal Project (Github link): Calorie Tracker Website - Developed a website for tracking calorie intake, allowing users to add meals and track their macros and calories. The backend was built using Spring Boot, while the frontend was created with vanilla HTML, CSS, and JavaScript. The website also utilizes a CockroachDB-hosted PostgreSQL database for data storage and management.
- Multiplayer Game(Demo link): Created a top-down view game in Java with two other people. We used the libGDX framework, the KryoNet library for server connectivity, and Gradle for build automation and dependency management. The game is playable as a multiplayer game and also includes an AI player that follows one of the players using the A* pathfinding algorithm.
- Fitness app KOOOS(Backend repo link) - Developing an app with a friend that enables users to track their exercise and meal plans. App features AI chatbot that generates both plans making it easy for users to reach their fitness goals without a personal coach. Used Java, PostgreSQL and Spring Boot framework to achieve functionality. The project was managed using Github.