

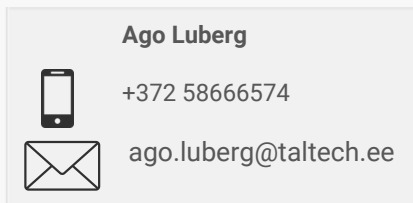
RAIN RÄHNI

BACHELOR'S 2ND YEAR COMPUTER SCIENCE STUDENT

CONTACT



REFERENCE



EDUCATION

Secondary education

Vanalinna Hariduskolleegium

2019-

2022 GPA

4.5

Computer science Bachelor

Tallinn University of Technology (TalTech)

2022-...

GPA 4.5

LANGUAGES

Estonian Native Language

English C1

Russian A2

SUMMARY

As a determined and cooperative IT student, I am actively seeking job or internship opportunities in the IT field. My strong work ethic and eagerness to learn have enabled me to successfully complete courses in Python and Java programming at university. My conscientious approach to my studies and my ability to work well in a team make me a strong candidate for any IT-related position.

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.
- Course Project: Sudoku Game and Solver - Developed a Sudoku game and solver using the functional programming language Idris 2. The game allows players to solve Sudoku puzzles, while the solver provides a solution to any given puzzle using advanced algorithms and techniques.