

Rakibul Bhuiyan

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Summary

Languages: HTML5, JavaScript, CSS, TypeScript, SaSS, C#, Java, SQL, Python, **Frameworks:** Redux, React.js, Node.js, Material-UI, Express.js, Bootstrap-CSS, Tailwind-CSS **Developer-tools:** Git, Android Studio, MongoDB, Mongoose, Firebase, Sqlite3, AWS, Heroku, Docker

Education

Brunel University London | **BSc Computer Science**

London, UK | **09/2023 – Present**

- **Track** 1st class | **GPA:** 3.7/4.0
- Relevant modules:
 - Logic and Computation – **Grade: A***
 - Introductory Programming – **Grade: A***
 - Group Project – **Grade: Pass**
 - Data and Information – **Grade average: 80%**
 - Information Systems – **Grade: A-**

Mulberry Academy Shoreditch | **A levels**

London, UK | **09/2021 – 06/2023**

- Computer Science (A), Mathematics (B), Physics (D)
- EPQ (A), **designed** and **established** a productivity application using Android Studio, employing Java programming language and virtual machines.

Personal Experience

Mercedes AMG F1 Team | IT team

Brackley, UK | **07/2022 – 07/2022**

- **Resolved** technical issues on-site to ensure smooth operation of computer systems within the company.
- **Orchestrated** the distribution and setup of hardware for a team of 150 employees, ensuring seamless functionality and readiness for work, leading to a 10% increase in overall team output and performance.
- **Collaborated** with a team of IT professionals to arrange the seamless implementation and continuous maintenance of a robust IT infrastructure, ensuring optimal performance and reliability.

The Web Developer Bootcamp 2024 | Udemy

Remote | **09/2023 – 01/2024**

- **Acquired** good-level knowledge in: Node.js, REST APIs, Cryptography, Databases, Express.js, Hashing, npm, Cookies.
- **Constructed** and **deployed** a full stack web application.

Personal Projects

YelpCamp | **HTML/CSS JavaScript Node.js Express.js, MongoDB**

10/2023 – 12/2023

- **Led** the creation of a full-stack web app using Express.js for the backend and HTML/EJS and CSS for the frontend.
- **Implemented** user authentication for smooth login/registration and enabled users to post campground listings and reviews, enhancing the overall experience.
- **Utilized** MongoDB as the main database, applying data management techniques to optimize functionality and performance.
- **Followed** best practices on GitHub for version control. The entire application and its source code are accessible on GitHub.

- **Developed** a task management system using JavaScript, React.js, and Tailwind CSS, capable of organizing various projects, each with its own set of subtasks and due dates.
- **Implemented** component-based design principles to create a modular and scalable architecture.
- **Crafted** an intuitive user interface that enables users to effortlessly navigate through projects and subtasks, emphasizing ease of use and productivity while demonstrating proficiency in web development tools and technologies.

- **Resourced** React.js for the front-end development for a responsive user interface.
- **Integrated** Express.js for the back-end to develop a RESTful API for handling user authentication.
- **Utilized** MongoDB as the database solution to store job listings.
- **Implemented** authentication features, allowing users to sign up, log in, and manage their accounts securely.

- **Includes** React.js for the frontend and Node.js with Express.js for the backend.
- **Integrated** user authentication features using Passport.js, enabling users to sign up, log in
- **Utilized** MongoDB as the database solution, and Mongoose for data modeling, to store blog posts, user information, and comments.

- **Built** a productivity application using Android Studio, integrating a timer feature to facilitate the Pomodoro technique for efficient time management.
- **Executed** a task manager within the application, enabling users to set and track their tasks, enhancing organization and productivity.
- **Designed** a user-friendly dashboard to provide users with insights into their productivity levels, fostering self-awareness and continuous improvement.

- **Engineered** a Java program on a Raspberry Pi robot, creating an interactive draw shape game where the robot scans and decodes a QR code, then accurately reproduces the corresponding shape on a canvas.
- **Utilized** Java and the robot's API enabling the robot to interact with the robot's hardware.
- **Demonstrated** problem-solving skills by addressing challenges such as QR code scanning, decoding, and shape drawing, contributing to the successful completion of the project.