Rehan Shaikh

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Technical Skills

Programming Languages: C++, Java

Frameworks and Libraries: Hibernate, Spring Boot, Spring MVC

Backend and Tools: JDBC, Java EE, RESTful APIs, Servlets

Database: MySQL

Testing Tools: POSTMAN (API Testing and Documentation)

Other Skills: API Integration, Version Control (Git/GitHub)

Relevant Coursework: Data Structures and Algorithms, DBMS, OOP, Problem Solving

About Me

I am a **Computer Science graduate** with a strong foundation in **Java, MySQL**, specializing in **Spring Boot, Hibernate** and **RESTful APIs**. Passionate about building scalable and efficient software solutions, I have hands-on experience in developing **web applications**, integrating **APIs**, and optimizing database performance.

I have successfully developed **The Last Chapter**, a **bookstore management web application**, and a **Flappy Bird game**, showcasing my ability to design and implement real-world projects. With a keen interest in **problem-solving, DSA, and backend technologies**, I am eager to contribute to innovative projects and continue learning in a dynamic environment.

I am actively seeking opportunities where I can apply my skills and grow as a **software engineer** in a dynamic and innovative environment**.**

Projects

The Last Chapter: Link

Tech stack - Spring Boot, Thymeleaf, Bootstrap, MySQL, Spring Data JPA

Backend: Spring Boot for REST APIs, MySQL for data storage.
Frontend: Thymeleaf for dynamic content, Bootstrap for responsive design.

A bookstore management web application developed using **Spring Boot, Thymeleaf, Bootstrap**, and **MySQL** Designed for scalability, maintainability, and optimized user experience.

- Developed a fully functional **CRUD web application** with a clean and intuitive user interface using **Spring Boot**, enabling users to **Add, Edit, Delete**, and **View Books**.

- Utilized Thymeleaf for **dynamic content** rendering and Bootstrap for responsive design.

- Integrated Spring Boot with MySQL for efficient data management

Flappy Bird: Link
Tech stack- Java, Swing, AWT

- Developed a Flappy Bird game using **Java** with **Swing** for the GUI and **AWT** for rendering.

- Implemented game mechanics like **Gravity**, **Collision Detection**, and **Score Tracking**.

- Designed **Dynamic Pipe Generation** with random positioning for increased difficulty.

- Added **Keyboard Controls** (Spacebar) for bird movement and game restart functionality.

- Utilized **Timers** for smooth game loop and pipe spawning to ensure fluid gameplay.

Certification

- **Java Full Stack**: Mackwallies Infotech Pvt Ltd
- **C++ Programming**: InternshipWala Careers

Education

Maulana Azad College of Engineering and Technology	**Sep 2020 - Aug 2024**
Bachelor of Technology in Computer Science	*Patna, Bihar*
CGPA: 7.82/10	

Hobbies & Interests

- Traveling

- Tech Blogging