Md. Touhidul Islam

touhid435r@gmail.com | +8801315486822
riyadhtouhid.com | linkedin.com/in/riyadh-touhid

Skills

Languages: C, C++, Java, PHP, JavaScript, Python, HTML, CSS, SQL.

Technologies & Tools: Node js, Next js, React, Tailwind, Daisy UI, GitHub, Expo Go, Firebase, Vercel, Figma, Pixso, etc.

Work Experience

- Provided tutoring in computer science, programming, and web development, helping students grasp both fundamental and advanced concepts.
- Developed multiple web-based applications, including simple games, an online food shop, a quiz app, and other interactive projects.
- Designed and built user-friendly, responsive interfaces to enhance usability and accessibility.
- Designed efficient ER diagrams, relational schemas, and database structures.

Project Work

- Academic Services and voting System (2025): Academic Services and Voting System, is designed to provide students with
 essential academic resources and campus-related services. The platform enables students to access previous exam questions
 and solutions, participate in voting events, book transport seats, engage in one-to-one messaging, and view their exam routines.
- <u>UIU Chatbot (2024)</u>: This is a simple chatbot that answers questions related to United International University (UIU). It uses predefined Q&A pairs and can learn new answers from users. Answers UIU-related Questions: The bot can answer questions about UIU. Learns New Information: If the bot does not know the answer, you can teach it new information.
- <u>Front-End Projects & UI Design (2024)</u>: Designed and developed multiple responsive and interactive websites using HTML, CSS, and JavaScript. Focused on creating visually appealing, user-friendly interfaces with smooth navigation and optimized performance, ensuring a seamless experience across various devices.

Education

B.Sc. in Computer Science & Engineering (CSE)

Oct 2022 - Present

United International University, Dhaka

CGPA: 3.76 (current)

H.S.C.

Oct 2019 - Jan 2022

Narsingdi Science College, Dhaka

GPA: 5.0