

Shamiul Alim Shihab

Web Developer

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O Dhaka, Bangladesh

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Final-year student with 6 months' experience at *Fleeting Trails*, skilled in building scalable web apps, CRM/CMS systems, and responsive UIs using Next.js, Redux, and Figma. Seeking a remote role to contribute while completing studies.

PROFESSIONAL EXPERIENCE

01/2025 – 06/2025 Dhaka,Bangladesh (Remote)

Full Stack Web Developer, *Fleeting Trails* □

- Designed and developed a responsive B2C website and dynamic Admin Panel from scratch (Figma → ReactJS) with intuitive user flows, reusable components, scalable architecture, and Redux-based state management for seamless user experiences.
- Built modular CRM and CMS modules with robust user management, content control, analytics, and white-label capabilities, enabling rapid customization and long-term maintainability.

EDUCATION

07/2022 – Present Dhaka

BSc in Computer Science and Engineering (CSE),

Daffodil International University 🛚

CGPA: 3.78

PROJECTS

08/2025 - Present

My-Portfolio, A Personal Portfolio ☑

- A personal portfolio built to showcase skills and projects as a Full-Stack Developer.
- Developed using React.js, Astro, and Tailwind CSS.
- Responsive design for seamless viewing across all devices.
- Highlights frontend and backend development expertise.
- Demonstrates the ability to integrate modern UI/UX principles with scalable code architecture.

08/2025 - Present

TextUtils, *Text Manipulation Web App* ☑

- Developing TextUtils, a React-based web app for ultimate text manipulation.
- Enables users to transform, format, analyze, and optimize text in every imaginable way.
- Focused on creating a seamless, interactive, and versatile user experience.
- Currently in active development, with features and enhancements being continuously added

04/2025 - 08/2025

Survival-Game, 2D Game With Adaptive AI Enemy ☑

- Built a 2D top-down survival game in Python with Q-learning-based adaptive enemy
- Designed enemies that learn and adapt to player behavior using a shared Q-table (hive learning).
- Implemented dynamic combat with melee, magic, dodge, and block mechanics.
- Created a player progression system for stat upgrades as AI difficulty evolves.
- Integrated real-time dodge distance tracking and AI learning logs (Q-values, patterns).
- Enhanced replayability through evolving combat strategies and adaptive AI behavior.

DriveX, Ride Booking and Management Platform □

- Built a full-stack Flask-based ride booking system with MySQL backend.
- Integrated interactive route mapping using Leaflet with dynamic pricing calculations.
- Implemented multi-method payment options (bKash, Nagad, Rocket).
- Designed responsive UI for booking, route selection, and payment workflows.
- Developed role-based dashboards for users, employees, and admins.
- Created backend APIs for car management, search, and booking operations.

SKILLS

Technical Proficiency

- Language → C++, JavaScript, TypeScript, Python
- Scipt/Markup → HTML, CSS, Tailwind, Shell, SQL
- Office → Excel, Word, Powerpoint, Access
- Framework/Librery → NodeJs, ReactJS, Next.js, Flask
- Tools → Git, Postman, Wordpress

Professional Competencies

- Team Collaboration
- Communication
- Adaptability
- Attention to Detail

LANGUAGES

English Bangla -----

INTERESTS

Creative Problem Solving

Gaming

Digital Content Creation

Travelling

REFERENCES

Ariyan Jahangir, *Managing Partner*, Fleeting Trails ariyanjahangireng@gmail.com, 01817274124

MD. Hamid Uddin, *Software Engineer*, Deepchainlabs hamid@deepchainlabs.com, 01711355787