Shafin Alam

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Education:
Bachelor of Science in Computer Science (Expected Graduation: May 2024)
The Ohio State University, Columbus, OH

Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Software Engineering, Database Systems, Web Development, Operating Systems, Linear Algebra, Low-Level Programming

Technical Skills:
Programming Languages: Java, Python, C++, MATLAB, SQL, Ruby
Web Technologies: HTML, CSS, JavaScript, Ruby on Rails
Frameworks: Spring, Django, Node.js
Version Control: Git, GitHub
Tools: Eclipse, Visual Studio Code, Jira, Ubuntu
Operating Systems: Windows, Linux
Agile Development Methodologies
Problem-solving and Analytical/Critical-Thinking Skills
Very Detail Oriented with Strong Collaboration and Teamwork Abilities

Experience:
Law Offices of Ajmeri Hoque   *Office Assistant Nov 2021- Jan 2023*
Headed office operations, scheduling meetings for 28+ partners, attorneys, and paralegals
Attended 100+ weekly stand-up meetings to receive tasks and instruction for weekly goals
Drafted 11+ types of legal documents and client communication forms, including affidavits, deposition notices, case pleadings, and subpoenas

Projects:
GitHub: github.com/Sharkfinn3
Halal Website:
Designed and implemented front-end user interface using HTML, CSS, and JavaScript, creating a visually appealing interface for users to search for Zabiha (halal) restaurants locally in Columbus, oH.
Developed back-end functionality using a combination of a server-side language (Python) and a database (MySQL) to store and retrieve restaurant information, such as address, contact details, and user reviews.
Natural Number GUI:
Utilized Swing framework and components with model-view-controller design pattern to develop Java-based calculator with graphical user interface, providing users an interface to perform operations on natural numbers
Implemented error handling and validation to provide users with informative messages with invalid input.

Academic Projects:
Game of Set:
Designed and implemented the front-end user interface using HTML, CSS, and TypeScript, ensuring a visually appealing and intuitive gameplay interface for a digitalized version of the popular game of Set.
Implemented multiplayer functionality, allowing users to compete against each other in real-time through WebSocket communication.
Collaborated with a team of 6+ using Git to meet project deadlines and gain collaborative skills

Leadership and Involvement:
Member, OSU Cyber Security Club, 2021 - Present
Member, OSU Game Development Club, 2022 - Present

Achievements:
Dean's List, The Ohio State University, 2022-Present
Full Ride Land Grant Scholarship, The Ohio State University, 2021-Present