Shaumik Rahman

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Profile

A computer science graduate looking to gain knowledge and experience at a professional level. Having worked in multiple different environments during my years of study, I am able to cooperate with different types of teams and produce effective solutions. Currently conducting self-learning to increase my own proficiency in areas of web development, I am always looking to learn new things.

Education

City, University of London Sept 2016 – July 2019

- Graduated BSc (Hons) Computer Science (1st)
- Modules include Computation & Reasoning, Java Programming, Systems Architecture, Software Engineering, Computing Mathematics, C++ Programming, Data Structures & Algorithms, Networks & Operating Systems, E-commerce, Functional Programming, Cloud Computing and IT Security

Swanlea Sixth Form Sept 2014 – March 2016

- Achieved Distinction*, Distinction*, Distinction* - BTEC level 3 extended diploma ICT

Oaklands Secondary School Sept 2009 - July 2014

- Achieved 7 GCSE grades A to C in Science including Maths, English and ICT
- Achieved Merit grade in Creative Media BTEC level 2 extended certification

Employment history

TechExpress

July 2018 / Current Employment

Sales assistant role that requires working within a team to make sales to customers around the day including peak hours. Main duties involve providing fast and effective service to customers as well as assisting in the maintenance of multiple stores in the area.

Skills & Projects

React Weather App – A weather application developed using React, HTML, Sass and multiple OpenWeatherMap APIs. User can input location to receive statistical information including temperature, humidity and wind speed or forecast information for the next 5 days. Makes use of hooks such as 'useState' and 'useEffect', media queries for responsiveness at different widths and promises to retrieve data.

React Tracker App – A tracker application built using **React**, **HTML**, **Sass** and the **local storage Web API**. Users can add their own text tasks and mark them as complete as well as remove tasks. Application uses hooks and functional components to update on screen information as well as keep track of changes. Tasks are persisted through **local storage**.

React Mobile Game Calculator – An application built using **React, HTML** and **Sass** for players of a popular worldwide mobile game. Users can input information about characters from their own game and receive statistics about their experience gain as well as resource consumption to make gameplay decisions. Application uses hooks within functional components to receive and update input from the user.

JavaScript To-do App – An application built using vanilla **JavaScript, HTML, Sass** and the **local storage Web API.** Users can add, mark as complete and selectively remove items based on task status. Tasks are filterable to show pending or completed items and can be saved to **local storage** to be persisted through sessions. Available in **light** and **dark** theme.

FPS Game Sensitivity Converter – Calculator site developed using **Bootstrap** and **JavaScript**. Users can input in-game sensitivity settings from a selection of popular games to be converted to other well-known games.

BMR Calculator – Calculator site built with **Bootstrap** and **JavaScript**. Users can input information such as height and weight into a choice of fields to be automatically converted, uses the Katch-McArdle formula.