



Md. Wasif Rahman

Nationality: Bangladeshi **Place of birth:** Dhaka, Bangladesh **Gender:** Male

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ABOUT MYSELF

Motivated and curious first-year Computer Science and Engineering student with a strong interest in software development, algorithms, and technology-driven solutions. Actively developing programming skills and seeking opportunities to apply theoretical knowledge through practical projects and teamwork. Eager to learn, adapt, and grow in a dynamic and innovative environment.

WORK EXPERIENCE

Revolgenix – Dhaka, Bangladesh

City: Dhaka | Country: Bangladesh

Operations director

[2021 – 2022]

I have successfully performed the role as Lead of Operations at Revolgenix, a youth-run non profit & STEM organization from the year 2021 to 2022. During these years, a voluntary campaign "Project Illumination Elley (PIE 1.0)", with a motto of '*Illuminating through the joy of education*', was launched that intended to keep an impact changing these tender lives of the street children living in the streets of Dhaka and illuminate them through the light of education, supports and proper consultation altogether.

EDUCATION AND TRAINING

Bachelor of Engineering

Khulna University of Engineering & Technology [2023 – Current]

City: Khulna | Country: Bangladesh | Website: <https://kuet.ac.bd/> | Field(s) of study: Computer Science and Engineering

High School

Notre Dame College [2021 – 2022]

City: Dhaka | Country: Bangladesh | Website: <https://ndc.edu.bd/>

Middle School

St. Joseph Higher Secondary School [2013 – 2020]

City: Dhaka | Country: Bangladesh | Website: sjs.edu.bd

LANGUAGE SKILLS

Mother tongue(s): Bengali

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user

PROJECTS

[2025 - 2025]

Dungeon of Darkness

This project report presents the development of DUNGEON OF DARKNESS, a text-based adventure game implemented in the C programming language. The primary objective of this game is to demonstrate the application of fundamental programming concepts such as loops, functions, arrays, structs, file handling and data structures in creating an interactive game. The game challenges players to explore a haunted dungeon and navigate through a series of choices and encounters, ultimately beating the final boss and conquering the dungeon. The development process involved designing game mechanics, implementing game logic and conducting thorough testing to ensure smooth and perfect gameplay. Key features of this game include unique username and password, interactive store, leaderboard and an intuitive user interface. Through this project, various challenges were encountered, including optimizing the game for performance and managing complex branching scenarios. The project demonstrates the versatility and capability of the C programming language in developing interactive applications.

Tech Stack:

Language: C

Libraries: Only Standard Libraries

Platform: Windows

What I Learned:

Fundamental practical knowledge on the various programming concepts

Efficient memory handling

Game loop and real-time input

Developing debugging skills

Link: <https://github.com/Was-iiiiif/Dungeon-of-darkness>

SKILLS

C++ / provide leadership / establish daily priorities / C Programming / Microsoft Office