



Nurul Madina Rahik

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Education

B.Sc in Software Engineering

February 2022 - May 2026 (Approx.)

Shahjalal University of Science & Technology

Current CGPA: 3.68 (Upto 6th Semester)

Technologies

Programming Languages: C/C++ , Java, JavaScript, TypeScript, Python, SQL

Technologies/Framework: ReactJS, NextJS, TailwindCSS, nodeJS, ExpressJs, mySQL, mongoDB

Testing: JUnit, Mockito, Jest, Selenium

API Tools: Git, Postman

Projects

Salefy

ReactJS - TailwindCSS - data-aos

Overview: Developed a frontend-only e-commerce web application featuring a hero section with dynamic offers, bestselling products, advertisements, and a contact section. Designed to provide a modern, visually engaging interface using sample data to simulate a real platform. Focused on intuitive user experience and clean, responsive layout.

Your Role: Solo Developer

Key Tasks: Designed and built all components using ReactJS and TailwindCSS; created interactive product and hero sections; implemented data-aos for animations; handled state management and responsive design.

GoruLagbe

ReactJS - Raw CSS - NodeJS - ExpressJS - MySQL

Overview: Engineered a cattle trading platform enabling direct transactions between farmers and vendors for fair pricing and transparency. Included features for cattle auctions, sales, detailed listings, and buyer-seller communication. Designed for seamless usability and platform scalability.

Your Role: Frontend Developer

Key Tasks: Implemented all major frontend pages (add/show cattle, auctions, dashboard, hero, etc.); collaborated with backend; ensured UI responsiveness and user-friendliness throughout.

React-Quiz

ReactJS - Raw CSS - Firebase

Overview: Created an interactive quiz app where users choose from video thumbnails/titles and take quizzes with real-time data from Firebase. Ensures dynamic content delivery with a focus on feedback and visual cues like progress bars. Responsive for desktop and mobile for best user experience.

Your Role: Solo Developer

Key Tasks: Built frontend, Firebase integration for quiz data retrieval; implemented quiz logic, progress/result features, and full responsive layout.

BrickBreaker

Java - JavaFX

Overview: Developed a classic arcade brick breaker game with paddle control, ball physics, and point scoring system. Experience focused on engaging gameplay, consistent performance, and classic design feel.

Your Role: Co-Developer

Key Tasks: Implemented game physics and ball/brick collision; designed gameplay logic; optimized controls and animations; teamwork on debugging and testing.

Mission Horizon

C++ - SFML

Overview: Designed a multi-level space shooter with enemy ships, obstacles, sound/animation effects, and score/life system. Gameplay goal: offer challenging, progressively difficult levels in a fun, interactive format. Level complexity increases with enemy attacks and behaviors.

Your Role: Game Developer

Key Tasks: Developed logic for player/enemy ships in C++ SFML; added sound and animations; coded scoring, lives, gameplay flow; balanced gameplay and debugged.

Organization

Ongikar Shangskritik Shongshod

- Coordinator