Zishan Rahman

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 Zishan-Rahman

I am a committed software developer and enthusiast who is capable of accquiring new skills in software engineering and related areas, as well as adapting to different work environments and teams.

Education

King's College London, University of London	**London, England**
Computer Science BSc, First Class with Honours	*2020-2023*
Ilford County High School	**London, England**
A-Levels, A in Computer Science, A in Politics, B in Mathematics	*2018-2020*

Projects

Bookwise	**Ctrl Intelligence**
Group Member	*2022*

Used Django (Python) and Bootstrap (HTML5) to develop a book club manager website with an AI recommender system included. Registered users can create and join clubs, create posts and set club meetings. Wrote unit tests and ensured optimal code coverage. Deployed website myself with Heroku on my own premises. Oversaw administration of group code repository, PRs and code reviews.

Implementing Procedural Content Generation Algorithms in a Tile Map RPG in the Godot Game Engine	
Dissertation Author	*2023*

Wrote implementations of L-System, Simplex Noise, Poisson Disk Distribution and Voronoi Cell algorithms for placing tiles on a 1000+ cell grid for a playable Godot 4 game. Compared each implementation in terms of time taken and how well it integrated with the RPG scenario.

Technologies

Python: Built coursework projects with Tkinter and Django	*Advanced*
SQL: Interacted with SQLite and MySQL/MariaDB in several coursework projects	*Proficient*
GDScript: Language used in Godot Engine, made 2 released games, dissertation revolves around it	*Proficient*
Java: Studied in "Programming Practice and Applications" in 1st year	*Proficient*
C/C++: Studied in "Practical Experiences in Programming" in 2nd year	*Beginner*
Scala: Studied in "Practical Experiences in Programming" and "Compilers and Formal Languages" (in 3rd year)	*Familiar*
HTML5: Built website in Django for second-year group coursework project	*Familiar*
JavaScript: Studied in "Internet Systems" in 2nd year	*Beginner*
LaTeX: Learnt LaTeX to write this CV and other documents	*Familiar*
Linux: Use Linux Mint Cinnamon as Daily Driver, Some Working Knowledge of Terminal	*Proficient*
Flatpak: Worked with repositories on Flathub's GitHub	*Familiar*

Other Skills

Problem Solving: Highly Experienced (used problem solving approaches in software development and coding)

Time Management: Highly Experienced (worked with deadlines both solo and in teams)

Teamwork: Highly Experienced (worked with group of 10 to develop a website using Django and Python)

Public Speaking: Mildly Experienced (did several talks and presentations at school)

Writing: Well Exprienced (blog posts for my personal website)

English: Native Speaker

Bengali: Basic Speaking Vocabulary

Hobbies

Gaming: Playing Video and Tabletop Games, Also Making Video Games with The Godot Game Engine

Music: Listening to Music, Also Making and Producing It With Cakewalk by BandLab, Ardour and LMMS