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Abu Hurayra Niloy

Software Engineering Student

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I am a third-year software engineering student with a strong foundation in programming, data structures, and algorithms. Actively exploring software design principles and application development, with a keen interest in problem-solving and technology innovation.

Experience

• Game Development

Personal Project (C) (2022)

- Developed a 2D arcade-style game using C.
- Implemented core game mechanics such as player movement, collision detection, and level progression, leading to a seamless gameplay experience.

Personal Project (JAVA) (2023)

- Created a Brick Breaker game in Java.
- o Designed the game's UI and integrated sound effects, improving user engagement and playability.

• Android Development

Personal Project (Kotlin) (2024)

- Built an Android app named Quiz Master, implementing features like timer, user authentication using Kotlin.
- o Optimized the app's UI for different screen sizes and ensured smooth performance across devices.

• Web Development

Turf Booking Web App (2024)

- Developed a Turf booking web application using Express.js and MySQL, allowing users to browse, book, and manage reservations.
- Created a dynamic and responsive UI with authentication and authorization systems for both users and administrators.

Task Manager Web App (2024)

- Built a task management web application with CRUD functionality using Express.js and MySQL, enabling users to add, edit, and delete tasks.
- Integrated user authentication and implemented role-based access control for different levels of users.

Education

Institution	Year	Details
Shahjalal University of Science and Technology	2022 - Present	Current CGPA: 3.00
Murari Chand College	2018 - 2020	GPA: 5.00

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