

Koliur Rahman

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github.com/dugramen

Summary

Passionate Programmer & Software Developer with 1 year of experience in Web Development and 4 years of general programming experience

Education

B.S. in Computer Science

Long Island University Brooklyn

(3.62 GPA) **May 2022**

A.A. in Liberal Arts

Bard Early College Queens

(3.8 GPA) **June 2019**

Skills

Web HTML / CSS / SASS / JavaScript / TypeScript / ReactJS / NextJS / ExpressJS

Other C++ / Python / SQL / REST / GraphQL / Godot Game Engine

Projects

Portfolio:

[Link](#) / [Github](#)

- Created a NextJS portfolio site showcasing my various projects
- Automatically grabs project links and thumbnails from my GitHub page

Reddish:

[Link](#) / [Github](#)

- Created a Reddit client application using NextJS
- Implemented split-pane design for quickly browsing subreddits, posts and comments

Pokemon Quizzes:

[Link](#) / [Github](#)

- Created a NextJS site which generates various Pokemon quizzes
- Efficiently fetches & caches data from the PokeAPI database to minimize requests

Image Subtractor:

[Link](#) / [Github](#)

- Created a ReactJS app to help extract overlays from screenshots
- Used it to isolate UI from a video game and mockup improvements

Prayer Time Checker:

[Link](#) / [Github](#)

- Created a minimalistic ReactJS site to show islamic prayer times
- Added various settings to adjust the accuracy of timings

Rich Notes:

[Link](#) / [Github](#)

- Created a Note Taking App with Rich Text Support using ReactJS
- Implemented responsive Animations & Layouts

Godot GDX:

[Link](#) / [Github](#)

- Created an entire React-like UI framework for the Godot Game Engine
- Handles state management, styled components, and animations

GD Paint:

[Link](#) / [Github](#)

- Created an Image / Sprite Editing Program for the Godot Game Engine
- Implemented Layering & Animation support, Custom Grids, Color Palettes and Drawing Modes for different types of pixel art