

Faiz Muhtasim

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Summary

Final-year Computer Science student graduating Fall 2025 with hands-on experience in web and software development. Possess strong knowledge of programming fundamentals, OOP, and problem-solving, demonstrated through 12+ diverse projects including full-stack web applications and data pipelines. Eager to contribute to collaborative, real-world projects and apply my skills in writing clean, maintainable, and testable code.

Experience

Penguin Education, Academic and Web Content Writer (English) January 2022 – Present
Worked with students and clients to write, edit, and improve academic content including essays, reports, and web articles. Gained practical experience in explaining complex topics clearly and concisely — a skill transferable to software documentation.

Skills

- **Programming Languages:** Python, C, Assembly, Dart, Java, JavaScript and PHP
- **Libraries & Tools:** Node.js, NumPy, Pandas, scikit-learn, Seaborn, Matplotlib, Git, Github, OpenGL, Turtle Graphics, Flask, MySQL, PostgreSQL, MongoDB etc.
- **Exploring:** Spring Boot, Golang, ORM Frameworks (JPA/Hibernate), SQA (Manual & Automation Testing)

Projects

Supervised Projects

1. **NutriTrack** (Jan 2025 – May 2025): A fitness tracking app built using the **MERN stack (MongoDB, Express, React, Node.js)**. **Achieved 20 out of 20 in the project.** GitHub: <https://github.com/faiz-muhtasim/CSE470-Project>
2. **Digital Restaurant Menu** (Oct 2024 – Jan 2025): A digital menu system for restaurants, built using PHP in the backend and a MySQL database. **Achieved 20 out of 20 in the project.** GitHub: <https://github.com/faiz-muhtasim/CSE370-final-project>
3. **Tank Strike; Line of Fire** (Oct 2024 – Jan 2025): A dual-player game made with OpenGL (Python), completed as a course project under supervision of 2 faculty members. **Achieved 15 out of 15.** GitHub: github.com/faiz-muhtasim/CSE423-Project
4. **Space-Shooter Game** (Oct 2024 – Nov 2024): Classic space-shooter game made with OpenGL (Python), using only midpoint line and circle drawing algorithms. **Achieved 10 out of 10 in assignment.** GitHub: github.com/faiz-muhtasim/423-lab-

Independent Projects

1. **Full-Stack Flask Web App** — Todo List Generator: A Flask-based to-do list app named Taskmaster, using SQLite for the database. GitHub: <https://github.com/faiz-muhtasim/first-flask-task-master>
2. **Classic Snake Game** — Built the classic Snake game using the Python turtle graphics library. GitHub: github.com/faiz-muhtasim/snake-game

Achievements

CS SPECTRUM: CODE CRASH, Finalist 20th October, 2023
The program was conducted by IEEE Computer Society. Only 10 teams reached the finals

Education

Brac University, BS in Computer Science and Engineering Jan 2022 – Dec 2025
CGPA: 3.51 / 4.00 (Expected: 3.62 after Fall 2025)
Relevant Coursework: **OOP, DSA**, Computer Networks, Operating Systems, Computer Architecture, etc.