

# Moududur “Moody” Rahman *Fullstack Engineer | Student*

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## Education

SEPTEMBER 2020 - PRESENT

### Hunter College

*Bachelors of Arts in Computer Science*  
*Expected Graduation : June 2024*

SEPTEMBER 2016 - JUNE 2020

### Stuyvesant Highschool

*High School Graduate*  
*Related Coursework:*

- Data Structures and Algorithms
- Low Level Computer Graphics
- Artificial Intelligence
- Software Development
- Analog Electronics
- Technical Drawing

## Skills

- **Languages:** Python, Java, C++
- **Web Frameworks:** Flask, Django, Spring
- **Databases:** SQL, Mongo
- **Frontend Development:** JQuery, Bootstrap, React
- **Deploy Technologies:** Heroku, Nginx, WSGI
- Administering headless Linux servers, Manjaro, and Ubuntu

## Experience

SEPTEMBER 2020 - PRESENT

### Google Developer Student Club - *Technology Lead and Events Lead*

- Design and host workshops on full stack web application development, presented to the Hunter College community
- Plan out the logistics of club events and ensure successful execution of events

JULY 2019 - AUGUST 2019

### Cambria Heights Academy - *Teachers Assistant*

- Taught 28 at-risk teenagers in a small-class setting to prepare them for the state exams in Algebra 1 and Geometry

JULY 2018 - AUGUST 2018

### Greater Ridgewood Youth Council - *Camp Counselor*

- Supervised children ages 7 to 8, five days a week through various activities
- Engaged with children, built connections, and ensured a safe and happy experience at summer camp
- Worked with coworkers and supervisors to ensure the safety and happiness of the children in our care

## Projects

### Chest

<https://github.com/moodyRahman/chest/>

An open source inventory manager for tabletop roleplaying games built from the ground up. Uses Bootstrap, JQuery, HTML, Flask, and Mongoengine. Currently hosted at <https://chestdnd.com> on a headless Ubuntu server with Unicorn and Nginx.

### OkuyasuEngine

<https://github.com/moodyRahman/graphics-engine>

A graphics engine implemented in Java. Supports 2D graphics, bitmapping, shaded polygons, custom point lighting, and can render various 3D objects. Uses a custom scripting language to interface with the engine. All aspects of the engine, including lexical parsing, matrix algebra, and rendering were written from scratch.

### NetHack II

<https://github.com/moodyRahman/MKS21X-FinalProject>

A procedurally generated terminal dungeon crawler written in Java and Lanterna. The game utilizes several data structures and algorithms. The cave generation algorithm is an original derivative of Conway's Game of Life.