



ABDUR RAHMAN

WEB DEVELOPER

CONTACT

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- www.rahman.portfolio

EDUCATION

2022 - PRESENT
QUAID I AZAM UNIVERSITY

- Bachelor of Computer Science
- GPA: 3.9 / 4.0

2020 - 2022
ASPIRE GROUP OF COLLEGES

- Pre-Engineering
- GPA: 3.9 / 4.0

SKILLS

- Web Development
- Project Management
- Teamwork
- Problem Solving
- Leadership
- Effective Communication
- Critical Thinking

LANGUAGES

- English (Fluent)
- French (Basic)
- Urdu(Native)
- Punjabi(native)

PROFILE

Motivated Computer Science undergraduate with strong academics and hands-on experience in C++, Java, React, and Tailwind CSS. Skilled in building responsive UIs and implementing complex logic in full-stack projects. Passionate about teaching and pursuing an academic career. Known for problem-solving skills, work ethic, and a drive for continuous learning.

PROJECTS

- Departmental Website Frontend** 2025
Responsive Web Interface for Academic Department Portal
 - Developed a clean, responsive frontend for an academic department website using HTML, CSS, JavaScript, and Tailwind CSS. Included pages for faculty, courses, announcements, and events with a focus on user-friendly navigation and consistent UI. Demonstrated skills in layout design, component reuse, and modern web styling.
- GiftCart Desktop Application** 2025
 - Collaborated in a team to develop a complete desktop-based gifting application using Java (Swing) for both frontend and backend logic. Implemented dynamic item selection with real-time price calculations, gift messaging, and modular user interfaces for guests and shop owners. Focused on clean UI design, state handling, and domain-driven architecture. The project reflects strong object-oriented programming skills, interface responsiveness, and effective team collaboration throughout the development process.
- 2D Car Dodging Game** 2024 -
 - Created a 2D car game using HTML, CSS, and JavaScript with animations, collision detection, and score tracking. The car dodges oncoming traffic, and game speed increases over time to raise difficulty. Demonstrates interactive gameplay logic and real-time responsiveness in a browser environment.

REFERENCE

GitHub References

https://iamrehman16.github.io/CS_clone/
https://iamrehman16.github.io/game_repo/
https://iamrehman16.github.io/nike_landing/

Social Media

[LinkedIn](#)
[FaceBook](#)
[GitHub](#)