Shah Jawad Islam

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GitHub, LinkedIn, LeetCode

ABOUT MYSELF

I am a dedicated web developer with a strong focus on React, Express, and Node.js. With a passion for solving complex challenges, I thrive in collaborative environments and value the power of teamwork. Constantly seeking opportunities to enhance my skills, I am currently learning the MERN stack (MongoDB, Express, React, Node.js), GraphQL, Prisma ORM and other technologies to become a full stack developer. I have completed projects with all of the mentioned stacks which I have enjoyed making. Committed to continuous learning and staying up-to-date with new technologies, I am excited about building impactful applications and contributing to innovative projects.

EDUCATION

Jan 2019 — May 2023
Gazipur

Jan 2017 — Dec 2018
Dhaka

Islamic University of Technology
Bachelor of Computer Science and Engineering
CGPA: 3.7

Rajuk Uttara Model College
Higher Secondary Certificate (HSC)
Graduated with GPA 5.00 out of 5.00

SKILLS

Languages
JavaScript| Typescript | SQL | HTML | CSS | Java | C++ | Python

Tools & Technologies
MERN | React.js | Node.js | Express.js | REST | GraphQL | Apollo (Server & Client) | PostgreSQL | MongoDB | JWT | Material-UI | RDBMS | MySQL | Bootstrap | Figma

PROJECTS

Jobify (*React.js* | *Node.js* | *Express.js* |*MongoDB)* GitHub Live
A full stack job managing application built with JavaScript and MERN stack.

Teebay-Backend (*Typescript* | *GraphQL* | *Prisma* | *PostgreSQL*) GitHub
A product buy/sell/rent application backend made using Express.js, GraphQL and Apollo Server. New features are also in the making.

YouTube Clone (*React.js* | *Material UI* | *RapidAPI*) GitHub Live
A clone of the popular video streaming website YouTube.

GhuraGhuri-Frontend (*React.js* | *JavaScript*) GitHub Live
Web application frontend that works as a travel guide with customizable locations and broad use of Google Map API.

GhuraGhuri-Backend (*Java* | *Spring Boot*) GitHub
Web application backend that works as a travel guide with customizable locations and broad use of Google Map API.

INTERNSHIPS

Nov 2021 — Dec 2021

Game Developer at Battery Low Interactive Ltd.
Learned game development using Unity 2D and 3D and completed project by developing a game for final evaluation.

RESEARCH

A Machine Learning Approach to Data Augmentation on Low-resource Languages
Focused on generating data (fake news headlines in our case) in Bangla (low resource language) in order to balance unbalanced dataset and make Bangla a resourceful language. Advanced concepts of NLP and ML have been used.

HOBBIES

Football, Computer games, Travelling, Hiking