Kaykobad Hossain Tanjil

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🌐 Portfolio   in LinkedIn   ⬡ GitHub

Technical Skills

Languages: C/C++, Go, Java, JavaScript

Frontend: React.js, Next.js, Tailwind CSS

Backend: Node.js, Express.js, RESTful API

Databases: MySQL, PostgreSQL, MongoDB

Tools: Git, Docker, Postman, JUnit

Concepts: OOP, OS, Socket Programming

Problem Solving

600+ Problems Solved
Across competitive platforms

Platform Stats:

Codeforces: MAX(1131)
Profile Link

CodeChef: 2-Star (1500+)
Profile Link

LeetCode: 100+ Problems
Profile Link

Achievement

TOP-5 at LU CSE CARNIVAL-2023
Hackathon Competition
[Project Link]

Co-Curricular Activities

Treasurer
Narsingdi Student's Association
SUST — July 2024 – Present

Programming Contest Organizer
SUST SWE Technovent 2023
Coordinated 200+ participants

Education

B.Sc. in Software Engineering   2022 – Present
Shahjalal University of Science & Technology, Sylhet
CGPA: 3.21/4.00 (Current through 3rd Year, 1st Semester)
Relevant Coursework: Data Structures, Algorithms, Database Systems, Software Architecture

Featured Projects

Car Rental Website   [GitHub]
Full-stack web application with authentication & cloud storage
- Designed relational data model supporting all core rental features
- Built RESTful API with Node.js/Express serving 20+ endpoints
- Implemented JWT authentication + custom middleware security
- Integrated cloud storage using Multer & ImageKit for car images

Golang E-Commerce API   [GitHub]
Scalable e-commerce backend with containerization
- Developed RESTful API with Go/Gin framework (15+ endpoints)
- Architected MongoDB data model for User/Product/Cart/Order entities
- Secured API with JWT authentication & bcrypt password hashing
- Containerized application using Docker & Docker Compose

Go-React CRUD App   [GitHub]
Modern full-stack application with optimistic updates
- Built server with Go & Fiber framework for TODO management
- Developed responsive React frontend with TypeScript & ChakraUI
- Implemented data caching & optimistic updates with TanStack Query
- Added light/dark mode toggle with persistent user preferences

Snake Game (C++ & SFML)   [GitHub]
Classic arcade game with modern game state management
- Implemented classic mechanics with smooth controls & collision detection
- Developed 4-state game system (Menu/Play/Pause/GameOver)
- Added persistent high-score system with file I/O operations
- Created progressive difficulty with real-time score display

Additional Information

Interests: Competitive Programming, Backend Development, Low Level Design, Machine Learning

Currently Learning: System Design, Microservices, Advanced Algorithms