Munsi Rakibul Islam

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EDUCATION

Netaji Subhash Engineering College — Kolkata, India
Bachelor of Technology - Computer Science & Engineering ; GPA: 8.09 — *Sept 2023 - June 2026*

M.B.C. Institute Engineering & Technology — Burdwan, India
Diploma in Mechanical Engineering ; GPA: 8.3 — *Feb 2015 - June 2018*
Note: *Pursued B.Tech after a gap due to focused preparation for competitive exams. During this time, developed a strong interest in Computer Science, leading to a stream change from Mechanical to CSE.*

SKILLS SUMMARY

- **Languages**: Java, Python, C, C++, SQL, Bash
- **Frameworks**: Java AWT, Java Swing, Java FX, JDBC
- **Tools**: Launch4j, GIT, MySQL, SQLite
- **Platforms**: Linux, Web, Windows, Arduino, Raspberry, AWS
- **Soft Skills**: Leadership, Teamwork, Time Management, Communication, Positive Attitude

EXPERIENCE

Ninja Playground 2.0 – Coding Ninjas (Remote) — *Dec 2024*
Earned Level 3 Conqueror Certificate in Data Structures and Algorithms.

GfG 160 – GeeksforGeeks (Remote) — *Nov 2024 – Present*
Strengthened understanding of key DSA topics such as recursion, sorting, and graph algorithms through consistent problem-solving.

PROJECTS

Bank Account Management System — *Jul 2024 – Aug 2024*
Technologies Used: Java, File I/O, HashMap, OOP, Exception Handling
Developed a Java-based banking system with CRUD operations, persistent storage via serialization, and a text-based interface. Included input validation and exception handling for smooth user transactions.

- Implemented file I/O for account data storage and retrieval.
- Handled deposit/withdrawal exceptions like insufficient funds.
- Ensured accurate user input and simple CLI-based interaction.

Tic-Tac-Toe Game with Minimax Algorithm — *Sept 2024 – Nov 2024*
Technologies Used: Java, Swing, Minimax Algorithm
Built a Tic-Tac-Toe game with single-player (AI) and multiplayer modes. The AI opponent adapts difficulty using the Minimax algorithm, with a responsive GUI and score tracking.

- Designed AI using Minimax with Easy/Medium/Hard difficulty.
- Developed GUI using Swing for smooth gameplay.
- Included game status display and score management.

Java-based Multi-User Chat Server — *Mar 2025 – Present*
Technologies Used: Java, Sockets, Multi-threading, JavaFX
Created a real-time chat app with Java networking and JavaFX. The server handles multiple clients concurrently, and the client UI supports text messaging.

- Built a multi-threaded server to manage concurrent users.
- Developed a JavaFX UI for real-time client communication.
- Enabled message broadcasting and optional private messaging.

HOBBIES

Listening to audio stories, cooking and experimenting with recipes, discussing DSA concepts, and learning through online platforms.