

Rejwanul Hoque

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EDUCATION

- **Indian Institute of Information Technology, Sri City** Chittoor, India
B.Tech - Computer Science & Engineering Aug 2023 - June 2027
– Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Database Systems
- **SNBP International School** Pune, India
CBSE(XII) - 86.8% April 2020 - April 2022
– Focus: Mathematics, Computer Science, Physics

TECHNICAL SKILLS

- **Languages:** JavaScript/TypeScript, Python, C/C++, Java
- **Frontend:** React.js, HTML5, CSS3, Tailwind CSS, Bootstrap, NES.css, PyQt5
- **Backend:** Node.js, Express.js, REST API, JWT
- **Databases:** PostgreSQL, MongoDB, MySQL, Prisma ORM
- **DevOps/Tools:** AWS (S3, CodePipeline), CI/CD, Render, Railway, Git, GitHub, VS Code, Postman, Makefile

PROJECTS

- **AI-Powered Malware Detection Application** (GitHub)
1st Runners-up in Hack the Threat Hackathon at Abhisarga'25
– Engineered a real-time malware detection system using **TensorFlow** and **RNN model** achieving 92% detection accuracy
– Improved process monitoring using **Python's psutil** library to extract system metrics including CPU, memory, and network usage
– Developed responsive desktop interface with **PyQt5** featuring real-time threat visualization and alert system
– **Technologies:** Python, TensorFlow, PyQt5, Psutil, RNN, Data Visualization
- **RESTful Gadgets API** (Postman)
Inventory Management System with TypeScript and PostgreSQL
– Architected and developed a full-stack inventory management system with **TypeScript** and **Node.js**
– Designed RESTful API endpoints following industry best practices with comprehensive error handling
– Implemented secure authentication system using **JWT tokens** with role-based access control
– Created efficient database schema and queries using **Prisma ORM** with **PostgreSQL**
– Deployed full application stack using **Render** and **Railway** with CI/CD pipeline
– **Technologies:** TypeScript, Express.js, Prisma, PostgreSQL, JWT, REST API, Render, Railway
- **React Portfolio Website** (GitHub)
Personal Portfolio with Modern React Development
– Developed responsive personal portfolio using **React.js** with component-based architecture
– Designed retro aesthetic using **NES.css** and **Bootstrap** for cross-device compatibility
– Optimized asset loading and rendering performance, achieving sub-2 second load times
– **Technologies:** React.js, NES.css, Bootstrap, Animate.css, GitHub Pages, Responsive Design
- **Pac-Man Game Engine** (GitHub)
Complete Game Development in C
– Built complete game engine in **C programming language** using **SDL graphics library**
– Created custom AI for ghost characters using **Dijkstra's algorithm** for pathfinding
– Optimized rendering and collision detection to maintain 60 FPS on low-end systems
– **Technologies:** C, SDL, SDL-ttf, Makefile, Game Development, Algorithm Implementation

EXPERIENCE

- **GDG DevOps Core** Sept 2024 - Present
IIT Sri City
– Collaborate with team to organize tech meetups focusing on cloud infrastructure and DevOps practices
– Mentor junior students in implementing version control and automated testing best practices