Roshan Rahman

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SUMMARY

Passionate about making well designed products, and have experience developing high quality mobile and web applications, and crafting user friendly interfaces. Worked on backend systems, fullstack projects, mobile apps, and have experienced the curious life of a freelancer.

EXPERIENCE

Product Engineer Trainee (Backend) | Codingmart Technologies | Coimbatore, India | December 2019 - Present

- Eliminated fraud risk related issues by successfully launching Golang microservices. Built robust services with clean code, and well illustrated documentation.
- Built and worked on several projects involving popular web technologies, including Django, React and Angular. Developed a hospital appointment booking system in Django supporting OAuth, E-mail verification and reminders, multiple users and a multi user frontend built with plain, scratch CSS.

Frontend Developer & UX Designer | Freelance | Coimbatore | September 2019 - December 2019

- Built and implemented an integral part of an ecommerce platform: a robust, responsive web portal in Vue. js and Vuetify that allowed sellers to dispatch orders, manage inventory, run ad campaigns and view reports of their income.
- Designed the user interface of the platform's mobile application. Supported the developers throughout the project as a UX Designer and taking additional tasks such as testing and writing Flutter components.

Android Developer Intern | ClassCalc | Remote | November 2018 - February 2019

- Contributed to the Android version of their product by implementing features to enhance the user sign-up and onboarding workflow. Built several iterations of it, and collected feedback to ensure maximum compatibility with mobile devices.
- · Implemented several screens of the Android app to help bring to life the new user interface and branding of the product.

Research / Usability Testing Intern | Baduga (bluCursor Technologies) | Remote | July 2018 - August 2018

- · Contributed detailed feedback on the application's performance and usability, and helped make it more robust and user friendly. Improved navigation by making content properly categorised.
- $\cdot \ Collaborated \ with the \ project's \ lead \ to \ help \ improve \ user \ experience, and \ designed \ mock-ups \ to \ suggest \ usability \ improvements \ in \ the \ interface.$

PROJECTS

Draft - A notes taking app in Flutter | July 2019

- Designed and prototyped an elegant, simple, easy to use interface for a notes taking application, with emphasis on strong typography and new visual design trends.
- \cdot Developed the app in Flutter, using SQFlite to store the notes locally, with features to enhance user experience, such as smooth animations and theme customization.

CS Entry - A Mark Entry & Processing System | Team Project | January 2019 - March 2019

- Built the web version of this project that allows teachers to enter marks and generate reports automatically, reducing staff's work time from hours to seconds. Significantly reduced the time taken to accomplish the tasks by 96%, by automating the entire process.
- $\cdot \ \, \text{Designed and prototyped the user interface for the mobile version, and supported the developers throughout the project encompassing 3 months until its deployment to over 30 staff members.}$

EDUCATION

Bachelor of Engineering in Computer Science & Engineering | SNS College Of Technology | Coimbatore, India | 2020

SKILLS

App Development: Flutter (Dart)

Backend: Go, Django/Python, Node, SQL

Front End: HTML, CSS, Sass, JavaScript, TypeScript, React & Vue

UX Design: Interface Design, Figma, Adobe XD, Prototyping