

Shihan Sharar

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Skills

Languages HTML/CSS, Javascript, C++, C, Racket
Frameworks React, Node.js, Express.js, Next.js, Axios, Bootstrap, jQuery
Technologies MongoDB, Mongoose, Figma, Photoshop, Bash, Git

Education

University of Waterloo

BACHELOR OF COMPUTER SCIENCE

- CGPA: 93%
- CS GPA: 96%

Waterloo, ON
Sept 2023 - Aug 2028 (Expected)

Experience

InsightIn Technology Bangladesh Ltd

SOFTWARE ENGINEERING INTERN

- Designed over 5 websites with Figma and Photoshop, and implemented them using Bootstrap and jQuery.
- Implemented an email template using HTML tables.

Dhaka, Bangladesh
May 2024 - Aug 2024

Data Analysis and Technical Assistance (DATA)

DATA ANALYTIC INTERN

- Worked on a project to empower poor urban women in Bangladesh through digital financial services, funded by BRAC Institute of Governance and Development and commissioned by the University of Kent(UK).
- Took surveys of several such women alongside co-workers and made use of company software to analyze the data and generate reports.

Dhaka, Bangladesh
June 2022 - Aug 2022

Projects

The Jobster API

- Developed a dynamic web application to manage job applications.
- Used Express.js to implement robust user authentication features, and advanced searching, sorting, and filtering capabilities.
- Used React on the front-end, ensuring a seamless user experience.

ByteCraft

- A responsive full-stack blog created using Next.js and React, providing a seamless user experience with server-side rendering.
- Implemented interactive animations and transitions using Framer Motion, enhancing the blog's visual appeal and user engagement.
- Engineered a flawless dark mode toggle with persistent user settings using cookies and cookie libraries, ensuring a consistent experience across sessions.

WordW

- A React-based word puzzle game inspired by Wordle.
- Features an on-screen keyboard that visually represents user inputs with color-coded feedback.
- Several difficulty levels to enhance player engagement.

Custom Toast Component

- Implemented a custom toast component using React.
- Features multiple UX enhancements, such as the dismissal of all toasts by pressing the Escape key.

The Simon Game

- Used HTML, CSS, and Javascript to build a simple Simon Game.
- Implemented game logic with jQuery to handle user input and game sequence generation.