

Sheikh Nahian

nahiansheikh07@gmail.com | +8801533568731

github.com/nahian-misty | linkedin.com/sheikh-nahian

EDUCATION

Bsc. in Software Engineering

Sept 2022 - Present

Institute of Information Technology, University of Dhaka

CGPA 3.69/4.00

- **Notable courses:** DSA, OOP, Distributed Systems, Software Requirement Analysis, System Design and Software Architecture, Design Patterns, Information Security, Software Security.

HSC in Science

2021

Holy Cross College

GPA 5.00/5.00

SKILLS

Programming Languages	JavaScript C++ C Java
Frameworks and Libraries	NextJS React SpringBoot
Databases	MySQL MongoDB
Tools	Git Github Docker Postman Prisma

ACHIEVEMENTS & EXPERIENCES

- Vice President of IIT Girls Community
- Executive Member of IITSEC, the student organization of Institute of Information Technology
- Served as Designer and Video Editor for ITVERSE 2023, DU, creating promotional graphics and editing event videos.
- Volunteer in Flutter Frenzy - 2023, IITDU

NOTABLE PROJECTS

JobNode ([github link](#)) | Nodejs, Python, Prisma(MySql), FastAPI, ReactJS, Multer

Jul 2024 - Jan 2025

- Developed a web app for the jobseekers and companies to post, find, apply and get hired in job posts. Jobseekers get recommended jobs by **Matrix-factorization** algorithm. The challenge was to set proper factors for recommendation like skills, experience and salary expectation.

Connect Four ([github link](#)) | Pygame, Python

May 2025 - May 2025

- A connect four game using pygame implementing Minimax and Alpha-beta pruning algorithm for choosing the best possible move for AI with heuristic and evaluation function to play reasonably well against human or AI.

Distributed SmartLibrary Backend ([github link](#)) | NodeJs, Prisma, Nginx

April 2025 - May 2025

- A distributed backend system for a smart library to demonstrate separate services interacting with each other.
- Uses Nginx's reverse-proxy to pass api requests to respected services.
- Applied microservice architecture.

UserRole Management System ([github link](#)) | Java, SpringBoot, JUnit

April 2025 - April 2025

- Followed Clean Architecture for backend system of user-role management service.
- Ensured using DTOs for controller level access to domain entities.
- Performed Unit Tests using Junit.

A-Mazing Maze World ([github link](#)) | C++, Graphics.h

Aug 2023 - Dec 2023

- A goal based maze game implementing DFS algorithm to visualize the solution path. Used C's Graphics.h library to build the UI.