

Sujana Kabir

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EDUCATION

University of Texas at Arlington

Bachelor of Science in Computer Science

Arlington, TX

Spring 2026

- **Awards:** Mavericks Academic Scholarship, Dean's List, Honors Program
- **GPA:** 3.96/4.0

SKILLS

Languages: Java, C, SQL, JavaScript, HTML, CSS, Python, C++, Node.JS

Frameworks: React, .NET, Node.js, WordPress, Flash, Django, Angular, ASP.NET, PowerBI, Docker

Developer Tools: Git, Google Cloud Platform, Visual Studio, Eclipse IDE, PyCharm, GDB, Microsoft Suite, Excel, Firebase, AWS, JDK, Apache Tomcat, MySQL, OpenAI

Operating System: Linux (Ubuntu), Windows 10, Mac OS

EXPERIENCE

Animation and Game Design Instructor

Upward Bound Math & Science Center

May 2024 - August 2024

Arlington, TX

- Taught 1st generation high school students the basics of animation and game design using Python in Godot.
- Facilitated hands-on workshops where participants collectively brainstormed ideas culminating in five unique game prototypes showcased during an exhibition event attended by friends and family members.
- Instructed students in Python and C++ programming languages alongside UI/UX design principles, resulting in a 40 percent increase in student-created game prototypes over the course of one semester.

CSE Tutor

University of Texas at Arlington

January 2023 - Present

Arlington, TX

- Worked as a CSE Tutor at UTA under the CSE Center, tutoring over 700 students throughout the year.
- Guided students requiring extra care in a convenient way, helping them understand class materials where they needed assistance.

PROJECTS

Mobile Mech | *JavaScript, React Native, Android Studio, Firebase*

October 2024 - December 2024

- Developed a mobile application for booking of mechanics, facilitating over 100 service appointments by connecting users with local automotive professionals.
- Developed a secure user authentication and data storage system using Firebase, integrating it with a React Native interface to ensure a smooth experience for over 200 users across Android and iOS platforms.
- Integrated Google Maps API to revolutionize user experience by enabling location-based search and navigation, resulting in a 35 percent increase in customers locating nearby mechanics within the app.
- Collaborated with a team of developers, following Agile methodologies, and used Git for version control and project management.

Snowdrift Game | *Java, Object Oriented Programming*

October 2023 - December 2023

- Produced a 10-level terminal-based game where players must defeat monsters and solve mind games to progress.
- Utilized Object-Oriented Programming principles to create modular, reusable, and maintainable code across different levels.
- Designed and implemented unique fighting strategies and puzzles for each level, enhancing the game's complexity and player engagement.
- Ensured a smooth user experience by debugging and optimizing game performance for seamless gameplay.
- Documented the development process and code structure to facilitate future enhancements and maintenance.

MAV SHELL | *C, Git*

Fall 2024

- Created a simple UNIX shell like BASH, C shell, and ksh in Operating Systems both in batch and interactive modes.
- Supported commands available in the directories /bin, /usr/bin/, /usr/local/bin/, and the current working directory.