

Syedur Rahman

Computer Science Student

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EDUCATION

BSc Computer Science

Goldsmiths University of London

09/2019 - Present

London

Relevant Modules

- Algorithms and Data Structures
- Software Projects
- Front-End Web Development
- Principles and Applications of Programming
- Discrete Mathematics
- Back-End Web Development

WORK EXPERIENCE

Counter Specialist

Japan Centre

09/2018 - Present

London

Currently working at Japan Centre's flagship food store in London, with a passion in delivering a variety of Japanese goods to customers

Achievements/Tasks

- Leading the counter team by assigning tasks to colleagues and maintaining a positive workflow during rush hour periods
- Taking customer orders, preparing hot food, working on the till, stocking up items, handling cash, and cleaning
- Providing training to colleagues who are new and unable to carry out a task
- Liaising with the supervisor and sharing ideas on how to help colleagues and customers

Project Developer

City Tec

09/2017 - 07/2018

London

Provided technology solutions to departments within New City College as well as external clients

Achievements/Tasks

- Built a database application using VB and SQL, to improve the efficiency of how the Safeguarding department handle their processes
- Developed responsive websites for external clients through a step-by-step process of liaising with project manager, designing mock-ups
- Designed various assets such as logos and business cards for marketing purposes, using Adobe Illustrator
- Diagnosed issues with operating systems and provided solutions upon Troubleshooting

IT Support Technician

Circle Collective

06/2017 - 06/2017

London

A social enterprise and registered charity created to help unemployed young people acquire and develop the workplace skills

Achievements/Tasks

- Created an intuitive and user-friendly spreadsheet on employment for clients
- Improved the Circle Collective website using Front-end development skills
- Desktop optimisation, Parental control set up, Anti-virus checking, Installing MS Office, and Printer set-up

SKILLS

Java

JavaScript

Python

Algorithms

Data Structures

HTML

CSS

jQuery

MySQL

Adobe Photoshop

Adobe Lightroom

Adobe Premiere Pro

Adobe After Effects

Adobe XD

PERSONAL PROJECTS

Agile Saver (09/2020 - Present)

- Currently building a personal budgeting application alongside a group of 5 other programmers. The purpose of the app is to help users keep track of their expenses, be able to save money for the long term as well as have disposable income
- The application will be built on a mobile platform, using Java/Kotlin and XML, on Android Studio. It will also implement machine learning, to learn the spending patterns of the user and recommend deviations to the user in order for them to save money
- The project is being carried out using the Agile methodology, thus facilitating exercises such as spring planning and consistent communication with the team

Draw.Gold (03/2020 - 05/2020)

- Built a drawing application as a final project for the first year Introduction to Programming module. The purpose was to draw on the canvas using various tools such as, the shape tool, pen tool, brush tool, free hand shape, paint bucket, spirograph, and even uploading images onto the canvas to edit
- The application was created using HTML, CSS and JavaScript, with the help of the P5.js framework. This project made use of Object Oriented Programming, and gave better understanding on Algorithms and Data Structures e.g. Flood Fill algorithm and Stacks

Student Traveller (12/2019 - 01/2020)

- Developed a responsive personal blog as a final project for the first year Front-End Web Development module. The purpose of this website was to provide students with an insight to travel destinations in Asia and Europe. The website comprised of three main pages, tourist destinations in both Asia and Europe, and basic travel resources for a student
- The mock-up designs of the website was made using Adobe XD, and the final product was built using HTML, CSS, jQuery along with the help of Bootstrap. This project helped understand responsive design and reducing CSS code repetition

2D Side Scrolling Platform Game (10/2019 - 12/2019)

- Developed a 2D side scrolling platform game, which requires you to reach the end of the platform without falling down the tunnel or getting eaten by the enemies. The game also requires you to gain as many points as possible by collecting coins
- This game was created using JavaScript with the help of the p5.js framework. During this project, a lot of JavaScript knowledge was gained as well as better understanding various game mechanics used in the gaming industry

LANGUAGES

English

Full Professional Proficiency

Bengali

Native or Bilingual Proficiency

Spanish

Professional Working Proficiency

Arabic

Elementary Proficiency

INTERESTS

Photography

Cinematography

Programming

Graphic Design

Software Development