

Zarif Rahat

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Google Maps API

PROJECTS

PerfectPeruse (Ruby on Rails, PostgreSQL, React and Redux)

[live](#) | [github](#)

A replica of goodreads, which is a website that allows users to search books and to check/write its ratings and reviews.

- Built a user authentication system using Ruby on Rails, Active Record, as well as React Router, allowing for users' accounts to be validated for protected routes
- Leveraged AWS S3 by incorporating Ruby on Rails Active Storage Blobs to store images for faster load times.
- Designed Bookshelves Controller to take advantage of eager loading in order to avoid making N+1 queries, ultimately optimizing the amount of queries made to the database

Save the Date (MongoDB, Express, React, NodeJS, Google Maps API)

[live](#) | [github](#)

A website that takes a date chosen by the user and shows all events happening in the area, which can be saved into an itinerary.

- Worked with 3 other software developers to envision a website idea and implement it, focusing primarily on the Backend and pivoting to a Flex position.
- Utilized React props to gather events from MongoDB with axios request and integrating the latitudes and longitudes of each event with the google maps API to show events as individual markers on the map. This dynamically changes with changes to the field of view on the map.
- Capitalized on DOM Manipulation to integrate a drag and drop feature, allowing the user to drag selected events into empty time slots in real time.

Legend of the Sky (Javascript, HTML Canvas)

[live](#) | [github](#)

A Javascript canvas game that begins a story about a legendary pilot who faced unbeatable odds, whose fate the user controls

- Implemented canvas where the user can select the level of difficulty through a menu and render a dynamic game by varying the number of enemies and armor spawns.
- Employed webpack and babel during the development process to ensure proper browser interactivity and responsiveness.
- Devised interactions between Javascript objects to create a smoothly animated game, removing enemy planes when shot down as well as armor buffs picked up by the player.

EXPERIENCE

Emergency Medical Technician

SeniorCare Emergency Medical Services Inc.

2018 - 2019

- Performed ~7 daily emergency patient assessments quickly and accurately by utilizing knowledge of anatomy and physiology, generating higher levels of patient satisfaction.
- Produced daily patient reports with EMS software, maintaining accurate medical records
- Trained newly hired EMTs monthly by providing on the ground guidance promoting excellence in care and in service

Head Tutor

Smart Academia

2009-2019

- Assisted 20 students from underprivileged backgrounds from grades 1-12 with academic and personal needs, resulting in higher test scores and a stronger community atmosphere
- Promoted development of effective tutoring skills, guiding growth in areas such as tailoring teaching methods to the needs of individual students, among junior tutors which caused an increase in student retention

EDUCATION

Web Development - App Academy

2020

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

Bachelor of Science in Biology State University of New York at Stony Brook

2015