

# Md Fatin Shadab Turja

Passionate Self-Taught Programmer with Expertise in Python

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Passionate about continuous learning and bringing ideas to life, I aim to grow and contribute to innovative game development and "Gamification".

# **EDUCATION**

UG Program (B.Sc in CSE) United International University 06/2022 - Present

Att. Credit(s): 60/137

H.S.C in Science

Govt. Tolaram College 01/2021 - 02/2022

GPA 5.00

# PERSONAL PROJECTS

#### Snake Game 🗹

- Developed a classic snake game using Pygame.
- Documented the development process in a Bangla blog with Gameloop, Grid system and Pygame apis explanation.

## Fruit Basket 🗹

- A 2D game in Python and Pygame where players catch fruits and avoid bugs.
- Designed levels with increasing difficulty, animated sprites, and sound effects.

# Wizard's Code

- Led a team to develop an innovative 2D pixel top-down game using Java and JavaFX.
- Built custom components including rendering system, navigation system, collision system, entity system, sound manager, and scene manager.

# Classic Space Adventure

- Developed a beginner-friendly 2D space shooter game with Pygame.
- Implemented player controls, enemy behavior, and collision detection.

#### PyPaint 🗗

- A pixel drawing application with Pygame where users can create 32x32 pixel art by painting individual pixels.

#### C-STRUCTURE

 Designed a comprehensive opensource data structures and algorithms library in C with modular code and documentation for educational purposes...

# **WORK EXPERIENCE**

# Assistant Developer Intern

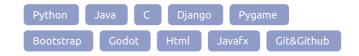
Glorious Bangladesh 🗷 08/2021 - 10/2021

Banaladesh

## Achievements/Tasks

- Developed strong teamwork skills by collaborating closely with the backend team.
- Contributed to building prototypes using Django for backend development
- Worked on a clone of Chaldal, gaining practical experience in replicating complex web services.
- Created a prototype for an online school web service.

# **SKILLS**



# **ACHIEVEMENTS**

#### Instructor of "GD4B" (Game Development for Beginners) workshop by UIU APP FOURM (06/2024) 3

Led "GD4B" workshop, teaching Python game dev fundamentals by Pygame. Authored Bangla Pygame resource. Contributed two games. Snake Game: GitHub, Classic Space Adventure: GitHub, Blog: GitHub

#### Champion, Advanced Object-Oriented Programming Lab -CSE Project Showcase (Fall '23) (12/2023) 🗹

Honored as the leading member of Team Vanguards, winning the Champion title in the Fall '23 Advanced OOP Lab Contest, demonstrating excellence in programming and teamwork.

#### Cisco 4IR Learning Challenge winner (02/2023)

I am proud to share that I have become the champion of the UIU Python Quiz organized by Grameenphone Academy. I have also completed the prerequisite course "PCAP: Programming Essentials in Python" and obtained 90+ marks.

# ORGANIZATIONS

# UIU Computer Club (UIU CCL) (06/2022 - Present)

"Head of Programming Wing": responsible to plan and lead workshops, create strategies, improving the club members' quality of programming skills.

#### UIU Finance Forum (UIUFF) (06/2022 - Present)

"Co Head Of Training": I am responsible for planning workshops and internal training program for the forum members.

# **CERTIFICATES**

#### Cisco Networking Academy logo PCAP: Programming Essentials in Python (11/2022)

provided by Cisco Networking Academy®in collaboration with OpenEDG Python Institute

#### Python (Basic) by HackerRank (11/2020)

It covers topics like Scalar Types, Operators and Control Flow, Strings, Collections and Iteration, Modularity, Objects and Types and Classes

## INTERESTS



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