



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

Bangladesh

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.

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SKILLS

Python

Java

C

Django

Pygame

Bootstrap

Godot

Html

Javafx

Git&Github

ACHIEVEMENTS

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

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 Vanguard, 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

Gaming

Drawing

Programming

Development

Tech

Music

Teching