

ROHAN BIN KHOKON

Web Developer
Tangail, Bangladesh

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Languages

C#
JavaScript
TypeScript
Java
C

Front-End

HTML5 & CSS3
Angular
jQuery
Bootstrap

Back-End

ASP.NET Core
Entity Framework Core
LINQ

Database

SQL Server
MySQL
SQLite

Architecture

MVC
REST API

Tools

GitHub
VS Code
Postman
MSSQL Server Management Studio
XAMPP
NPM

Soft-Skills

Oral and Written Communication
Reliable and Consistent
Committed to Lifelong Learning
Team Building

Interests

Programming
Thinking
Cycling
Gardening
Animals

Summary: I have developed a product-oriented mindset in my journey with Computer Science. Working experience on different aspects and lifecycle of software development process improved my agility and adaptability.

Web Development Projects

Bug_Tracker: A web app for tracking bug or error in software.

[<Code>](#)

Asp.Net Core Angular SQL Server Jwt-token Entity Framework Material REST API C# TypeScript HTML & CSS

- An application for **tracking error or bug** in software. Bug Tracker uses a **ticketing system** to record bugs or other issues in the software development process on a per-project basis. It implements **user and role level security** to ensure only authorized users access tickets and projects.
- Some features are posting **comments**, **sorting** data, **live search**, **pagination**, individual dashboard etc.

DatingApp: A social media, where one can meet new people.

[<Code>](#)

Asp.Net Core Angular SQLite Jwt-token Entity Framework Bootstrap REST API C# TypeScript HTML & CSS

- Social media type single page application where user get together by share information in their profile. Connect with others in **private messaging** system. In app **security** prevents access of general user into admin and moderator panel. **Roles** for the users are Admin, Moderator, User, VIP.
- Features: private **messaging**, view list of likers and likee, various **filter** for searching, search result **pagination**, **image uploading**, **image moderating**, **gallery** view for images.

Game Development Project

Rolling Ball: 2D platformer

[<Code>](#) [<Demo>](#)

Unity Engine C#

- Rolling Ball is a 2D platformer physics-based **puzzle** game developed in **Unity** game engine with **C#** scripting.
- Player controls a ball, avoid obstacles, collects the collectables and find path in the **maze**.
- Features: **Powerups** which give player special power for limited time, **cookies** and **tokens** as collectables to access the next level, **checkpoint** where ball respawn after death and many more.
- In Game there are **5 different levels**, each level gets more difficult gradually. Also, a **"Save Game"** mechanism so players can continue later.

Training Course

Mobile Game and Application User Interface and Experience

From: Bangladesh government IT training program.

Recognition

Coding Trainer at *City University Programming Club (CUPC)*

- City University

Mentionable Courses in University

- Object Oriented Programming
- Data Structure
- Algorithms
- Software Quality Assurance
- Web and Database Programming
- AI

Education

BSc. In Computer Science and Engineering

From City University of Bangladesh.

CGPA

3.7

HSC with Science

From Sristy College of Tangail.

GPA

4.10

SSC with Science

From Bindhubashini Govt. Boys' High School, Tangail.

GPA

4.81