

# Shabrina Sharmin

819-319-8154

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## Education

Sep. 2018 – Current

Algonquin College, Ottawa, ON, - [Computer Engineering Technology – Computing Science](#)

- Dean's Honours List- GPA 3.87 / 4.0

### Highlights of courses:

- Network Programming Basics
- Data Structures (Java)
- C Language
- C++ Programming
- Operating Systems (Linux)
- Numerical computing
- Python (Self Learning)
- Object Oriented Programming (Java)
- Processor Architecture
- Web Programming
- Database (MySQL)
- Java Application Programming

## Program-Related Skills

**Programming Languages:** C, C++, Java, SQL, PHP, JavaScript, HTML5/CSS, Bash Shell Scripts, Assembly Language (HCS12)

**Tools:** Eclipse, NetBeans, Vim, Visual studio, VMWare Workstation, PostgreSQL, Wireshark, Packet tracer, FileZilla, XAMPP, Microsoft Office

**Operating Systems:** Linux (Ubuntu), Macintosh, Windows

- Written, tested and debugged applications using object-oriented concepts and advanced data structures.
- Understanding of networking concepts, network protocols (TCP/IP, UDP, DNS), network administration, diagnosis & OSI.,
- Designed and created databases using normalization and ERD and manipulated different database using SQL to retrieve various data according to the need.
- Understanding of how operating systems interact with software and hardware.
- Ability to prepare detailed technical reports and presentations.

**Soft skills:** Effective communicator, good team player, willing to learn under pressure, Detail oriented, Enthusiastic, steady learner, organized, punctual.

SHABRINA SHARMIN

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## Academic Projects

### **School Registration system (C)** – (2019-12-01)

- Implemented a text-based application with the ability to store and read data from files for registering students to courses using data structure (Linked List).

### **Animation Project (C++)** – (2020-3-18)

- Designed and implemented a simple animation simulation project using data structure (LinkedList, Vector) and gained experience in C++.

### **Dice Betting Game (Java)** – (2018-11-26)

- Implemented a text-based dice betting game using Object-Oriented Programming and achieved hands-on experience of creating a user interactive console project.

### **Bank Simulator (Java)** – (2019-04-18)

- Implemented a simple GUI application for bank employees that can add, display and update bank accounts using Object-Oriented Programming techniques such as data encapsulation, inheritance and polymorphism to realize functionality.
- Gained hands-on experience of how to build GUIs using design pattern model-view-controller.
- Modelled user-requirement using UML class diagrams and sequences

### **Inventory System (Java)** – (2019-11-03)

- Created a basic inventory system for a produce stand using a dynamically allocated data structure (ArrayList) to hold the inventory items.

### **City Library Database (MySQL)** – (2018-11-25)

- Created a SQL database with multiple tables using normalization techniques, used advanced queries to retrieve various data.

### **Bookstore website (PHP, MySQL, HTML, CSS)** – (2019-12-08)

- Expanded functionality of an admin page using PHP to be able to retrieve and display customers from a SQL database.

### **Simple Calculator (bash)** – (2019-01-22)

- Created a script takes parameters and performs arithmetic operation on the arguments passed.

## References

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