

TAHMINA NIZAM

P. 6462434566 Tahmina.Nizam94@gmail.com [LinkedIn](#) [Github](#) [Portfolio](#) New York, NY

SKILLS

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

PROJECTS

Animetsy (React/Redux, Ruby, Javascript, HTML, CSS, AWS)

[Live Site](#) | [Github](#)

A Full Stack clone of Etsy, where users can browse products, leave reviews, and add their desired products to their cart.

- Integrated AWS to store images of products, allowing for a scalable, more efficient media storage system and more efficient site navigation.
- Developed a smooth UI through React and CSS, allowing users to browse products effortlessly.
- Implemented modals for session forms, allowing for quick and simple login without having to leave any given page.

Cloudymind (MongoDB, Mongoose, React, Node.js, Express.js, Javascript, CSS, HTML)

[Live Site](#) | [Github](#)

An mental health website, creating a safe space for individuals to share their thoughts and receive positive feedback.

- Created an anonymous UI using Javascript, fostering a safe space for users to share their thoughts and interactions.
- Developed a limitation method using Javascript, in order to limit the amount of posts that render onto the main page.
- Implemented various API libraries to create a live chat and music player to make user experience more immersive.

Eevee Jump (Javascript, HTML Canvas, CSS)

[Live Site](#) | [Github](#)

Platform game based on Pokemon, where you collect stones and evolve Eevee, the pokemon that is being played.

- Used HTML Canvas to create a realistic gaming platform by adding movement velocity limits and a gravitational limit.
- Created a pick up method using Javascript, allowing a user to collect the coins from each randomly generated platform.
- Implemented a collision detection method using Javascript, in order to detect collision between the player and incoming enemies, point tokens, and platforms.

Senior Design Project

City College of New York & Burke Rehabilitation Center - 4D Motion Systems

Sept 2017- May 2018

- Designed a 4-D motion sensors attachment method and calibration system for doctors to track the everyday progress of patients with motor impairments.
- Integrated programming using Arduino, enabling movement functionalities of the calibration device.
- Used Solidworks to render intricate 3D models of our attachment and calibration devices.

EXPERIENCE

Manufacturing Engineer

Caputron, June 2018 - Sept 2020

- Achieved production of over 200 products a week for tDCS devices, bypassing weekly quota expectation of 100 products a week.
- Initiated a faster shipping system, increasing shipment of products within the same business day.
- Streamlined a simpler product sales record system using Excel, increasing efficiency, creating auto generated monthly reports.
- Increased traffic to the company website by creating new content, such as adding the uses of tDCS as different therapy tools and which parts of the brain need to be stimulated to increase the effectiveness of the device.

Head Research Assistant

City College, Department of Biomedical Engineering, Aug 2017 - July 2018

- Conducted weekly literature searches and lengthy reports on findings.
- Recruited 10-20 participants weekly to conduct a short non-invasive experiment, along with collecting the participants' vitals and background medical history before the experiment began.
- Utilized Matlab to form a code that analyzes data collected weekly, creating readable graphs, allowing the data to be compared easily.
- Collaborated with a team to successfully conduct research and train future lab members.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Fall 2020)

CUNY- City College of New York - BE - Biomedical Engineering (Spring 2018)