**Md Ahnaf Abid Hossain GitHub @Ahnaf-Abid-Hossain**

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**EDUCATION AND ACADEMIC ACCOMPLISHMENTS**

**Texas A&M University August 2021 - May 2024**

***Computer Science* (**GPA: 3.77) **– *Minor: Statistics-* (Deans list Spring 2021 and 2022)***College Station, Tx*

**Relevant Coursework:** Computer Organization, Discrete Structures and Algorithms, Data Structures and Algorithms, Design and Analysis of Algorithms, Computer Systems, Programming studios, Fundamentals of Statistics 2, Linear Algebra

**WORK EXPERIENCE**

**BP May 2023- August 2023***Enterprise Technology Engineering Intern Houston, Tx*

* Built a recruitment automation portal on **ServiceNow** platform which streamlines managing **hundreds** of monthly contracting requests for the company through **s**ending notifications, maintaining SLA breaches and a strict timeline flow.
* Designed and developing a **Flask** application called **BioLens** which increases biodiversity engagement in bp through **plant image recognition**, **daily quiz system**, **plant location** data and much more using **Azure devOps**.
* Working on a **PowerApp** which collects hardware data from a ServiceNow databank of **60000 records** of all bp locations and creating a visualizer for it.
* Leading BioLens team: sub team of a bigger Biodiversity team of **16** interns; and doing weakly presentations, scrum meets.

**Code Ninjas**   **Sept. 2018 – August 2021**

*Lead Sensei*   *Pearland, Tx*

* Taught kids between the ages of 7-14 are taught how to code through game and monitored over 50 students’ progress and mentored them accordingly as a Lead Sensei.
* Educated kid on Scratch, JavaScript, C#, Lua and game development principles through Roblox Studios, Unity, Code Combat, and a game engine specifically made for Code Ninjas.
* Led and planned **11** summer camps in various fun programs focusing on teamwork and creativity such as Minecraft world edit, Website creation through HTML, Stop motion animation, Storytelling in Scratch, Microbits and Arduinos etc.

**PERSONAL PROJECTS**

* **CHICK-FIL-A POS SYSTEM: *-JavaFX, React, Python***
* Built a point-of-sale system based on Chick-fil-a on two platforms: **JavaFX** and as a **React** webapp.
* Application provides x/z, restock, daily sales and inventory reports, ability to create new menu items to the managers; quick ordering process for cashiers, **oAuth** for security and interactive and responsive customer ordering page.
* Collaborated through **GitHub** on a team of 4. Project structure followed **Agile** development method where burndown charts were submitted and followed through our daily standup routine.
* Generated 2 years’ worth of mock data using python scripts and stored it in a **PostgreSQL** database.
* **SEAM CARVING ALGORITHM:** Seam carving algorithm for PPM images. Showcase of algorithmic thinking, accessing, and manipulating files in C++. (College Assignment) -***C++***
* **A STAR- BLOCKSWORLD:** Created an A Star algorithm to solve the Blocksworld game where we have stacked blocks and the algorithm finds a very optimal path to a goal state using heuristics.  ***-Python***

**EXTRACURRICULARS\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**TAMU Robomasters September 2021** *College Station, Tx*

* Expanded my OpenCV knowledge and developed algorithms to create bounding boxes around robots using python.
* Working on a Kalman filter script for predicting movement of enemy robots; integrating Zed sdk with our codebase; writing a bullet drop script for calculating accurate angle of shooting the bullet.

**J.P Morgan Software Engineering Virtual Experience Certification Summer, 2022**

* Worked with **React** and **typescript** to visualize stock data on a client website.
* Used **Python** to correctly output stock prices, interfaced with stock price data feed and produced tests for it.
* Managed the UI of the graph made using React and typescript to show the data feed collected from the **Perspective API**.