ANIK MOMIN

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EDUCATION

Texas A&M University Bachelor of Science, Computer Science May 2026
Overall GPA: 3.962

EXPERIENCE

Software Engineering Intern – *Galaxy Payment Systems* May 2024 – July 2024

- Developed a Python-based chat bot using Flask and Dialogflow, collaborating with an offshore team to enhance the company's website, resulting in a 30% reduction in customer service calls by addressing common questions and alleviating stress on the customer service team.
- Conducted testing, troubleshooting, and user feedback analysis to improve performance, ensuring seamless functionality across various platforms and devices.

Peer Teacher – *Texas A&M Department of Engineering* August 2023 – December 2023

- Conducted weekly office hours for personalized student support and clarification on programming assignments.
- Actively engage in class, offering hands-on assistance and fostering a collaborative learning environment.
- Actively monitor course discord to help students, facilitate discussions, grade assignments, and mentor students to enhance their programming skills and academic success.

Internet Research Lab – *Researching Assistant for Dr. Dmitri Loguinov* August 2023 – December 2023

- Analyzed CPU performance using C++ and Assembly, with a focus on L1 cache data loading times.
- Earned an invitation for continued research collaboration following further coursework.

PROJECTS

Song Recommender Summer 2024

- Utilized Flask for the web framework, OpenAI's GPT-4o model for generating personalized song recommendations, and integrated the Spotify API for fetching user playlist data, with Auth0 for secure user authentication.
- Developed a seamless user experience by enabling Spotify login, fetching playlists, and generating custom song recommendations, significantly enhancing the music discovery process and user engagement.

Wordle Game Spring 2024

- Independently developed a Wordle game clone using JavaFX for the GUI and Java for backend processing, skillfully integrating a variety of data structures to manage complex game logic and state efficiently.
- Enhanced game functionality by implementing File I/O to persistently track moves, game statistics, and win-loss records, significantly enriching the user experience and offering detailed gameplay analytics.

Expense Tracker Summer 2023

- Designed and developed an expense tracker in C++ applying object-oriented programming principles, which is actively used daily for meticulous management and analysis of personal finances.
- Implemented sophisticated File I/O operations to enable the retrieval of expenses by categories and to sort expenses by price, enhancing the functionality and user experience of the application.
- Currently planning to augment the application by integrating a user-friendly GUI, underscoring a dedicated commitment to continuous software enhancement and user engagement

LEADERSHIP EXPERIENCE AND ACTIVITIES

Aggie Coding Club Member Fall 2022 - Present

- Engage in weekly workshops, dedicated to continuous learning and skill development.
- Collaborate with fellow ACC members on coding projects, fostering teamwork and practical experience.
- Actively participate in social events and company talks to network with peers and gain valuable insights from industry experts.

HONORS

Engineering Grant Fall 2023 – Present

ADDITIONAL INFORMATION

Languages: Proficient in Python, C++, C, Java, LaTeX; Basic knowledge of HTML, CSS, JavaScript, and x86-64 Assembly
Libraries: NumPy, Matplotlib, Pandas, TensorFlow, Flask
Developer Tools: VS Code, Visual Studio, Jupyter Notebook, GitHub
Relevant Coursework: Program Design and Concepts, Data Structures and Algorithms, Discrete Structures for Computing, Computer Architecture, Programming Languages