

Jabir Chowdhury

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EDUCATION

The City University of New York (CUNY), Hunter College,
Bachelor of Arts in Computer Science

Expected May 2024

Relevant Courses: Data Structures & Algorithms, Software Engineering, Deep Learning, Linear Algebra, Database Management

SKILLS

Languages Proficient Python(7yrs) · Java(6yrs) · C++(4yrs) Intermediate JavaScript(3yrs) · TypeScript(1yr) · Swift(<1yr)
Software AWS · GCP · LangChain · Spring Boot · NodeJS · Flask · React · Angular · React Native · MySQL · MongoDB

EXPERIENCE

Software Engineer Intern

Jan 2024 - Present

DataAnnotation

New York, NY

- Trained 4+ LLM models for code generation by developing prompts and solutions, achieving 95% completion rate
- Evaluated code quality produced by LLM for correctness, performance, and helpfulness for 300+ tasks
- Ensured high code quality in code reviews for 10+ engineers, making sure submissions followed style guidelines

Software Engineer Intern

May - Aug 2022

Headstarter

New York, NY

- Selected for a full-stack JavaScript + AWS program as one of 50 fellows out of 700+ applicants
- Built serverless APIs with at least 99.95% uptime using AWS Lambda and managed data with Dynamo DB
- Leveraged knowledge: Git workflows, testing, CI/CD, agile development, MVC pattern, APIs/Microservices

Software Engineer Intern

Aug - Dec 2021

NASA Goddard Space Flight Center

Greenbelt, MD

- Built a Python program to identify intersections in geospatial data collected by 3 satellites with varying resolutions
- Developed scripts to merge 2+ terabytes of intersected satellite data, facilitating ease of access for scientists
- Optimized scripts to handle large data volumes through multithreading, achieving 80% decrease in processing time

Software Engineer Intern

June - Aug 2021

The MITRE Corporation

McClean, VA

- Created a microservice in Python for generating metadata for a data pipeline, enabling comprehensive data analysis
- Integrated 3+ NLP microservices into the pipeline while maintaining 90% efficiency through multithreading
- Optimized transfer of MongoDB data into a Neo4J database using indexing, improving query performance by 60%

PROJECTS

AdventChess (~120 hours | personal project) [GitHub](#) | [Live](#)

Jan - Apr 2024

- Developed a networked multiplayer chess web-application featuring real-time match making with an innovative adventure mode, using Java, Spring Boot, and Angular and deployed using Vercel and Heroku
- Built a robust and efficient chess engine in Java, designed to handle randomized piece placements, thoroughly tested using JUnit

MealMap (~50 hours | personal project) [GitHub](#)

May 2023 - Present

- Developed a user-friendly iOS application using Swift and UIKit, allowing users to seamlessly plan meals, search for recipes by ingredients, and calculate the macros of their own recipes
- Utilized the Edamam Recipe API to provide users with a wide variety of recipes to save, while leveraging Core Data and storyboard to present an intuitive frontend featuring an integrated calendar

Sojourn (~80 hours | course project) [GitHub](#)

Aug - Dec 2022

- Collaborated with a team of 4 members to develop Sojourn, a gamified travel experience app, using React Native, NodeJS, and MongoDB
- Implemented user authentication, a gamification algorithm encompassing levels and experience, and APIs for creating itineraries, leaving reviews, upvoting and downvoting, and creating private journal entries by location