Kazi Boni Amin

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SKILLS

Technical: Next.js, Node.js, Python, C, C++, PowerShell, Git, Agile, PostgreSQL, NoSQL (MongoDB)
Languages: Fluent: English, Bengali; Conversational: Hindi, Urdu; Intermediate: French
Certifications & Training: ISMS ISO/IEC 27001: 2022 Lead Auditor

TECHNICAL EXPERIENCE

Volunteer Data Analyst
Jul 2025 – Present
Crisis Intervention and Suicide Prevention Centre of BC – Vancouver, British Columbia
- Audit Google Analytics (GA4) and Google Tag Manager setup to ensure accurate tracking of key metrics
- Assist with Google Ads (Ad Grants) performance analysis and optimization to expand outreach.
- Analyse fundraising and communications campaign data; identify insights and recommend improvements.
- Develop concise reports (e.g., Google Sheets) to share findings with the Communications team.
- Managed project files and client deliverables through Dropbox, streamlining collaboration and access.
- Support SEO analysis for website content and structure to improve the discoverability of crisis resources.
- Managed WordPress plugins via the admin panel, maintaining site functionality and performance.

Cofounder and President
Jan 2019 – Dec 2021
Information Technology Club – Dhaka, Bangladesh
- Started our school's first IT club with the help of our school's head of IT.
- Organized club activities by creating interactive worksheets and fun HTML/CSS assignments, enabling juniors to showcase and develop their skills through hands-on projects.
- Gave lectures on HTML, CSS, JavaScript, SketchUp, and the freelance marketplace.
- Configured routers and network infrastructure, including WAN/LAN setup and PPPoE configuration, to establish and maintain internet connectivity.

TECHNICAL PROJECTS

Enrolment Rush – Multiplayer Client–Server Game
Data Communications and Networking (CMPT 371), SFU   *May – Aug 2025*
- Conceived the original game idea and helped shape gameplay flow.
- Built lobby and client–server handling with TCP sockets & threading; tracked sessions via username.
- Enforced lobby rules (late joins/full); handled disconnects with game_in_progress.
- Enhanced error handling with catch_connection_error -> pop-up alerts + reset to the name entry screen.
- Resolved the waiting room sync bug by tracking finished players across rounds.
- Implemented server auto-shutdown on game end/full disconnect with threading and socket shutdown.

RollCall: Attendance Tracking System
Introduction to Software Engineering (CMPT 276), SFU   *Jan – Apr 2025*
- Conceived project concept for after-school attendance, creating secure role-based controls.
- Developed Next.js pages with React and initialized the Auth0 API, boosting cross-device performance.
- Utilized Git and GitHub for team collaboration, version control, and pull requests.
- Implemented skeleton wireframe loaders, minimizing wait times during data retrieval.
- Deployed on Vercel, maintaining consistent updates and frequent iterative improvements.

Emergency Call Management System
Web I - Client-side Development (CMPT 272), SFU   *Sep – Dec 2024*
- Used Node.js with React to build emergency reports, timestamps, and status.
- Utilized Nominatim API for location-specific suggestions (Alberta, BC) with geocode updates.
- Added modify/delete functionalities with passcode protection, leveraging MD5 hashing for verification.
- Built a responsive UI with media queries, ensuring compatibility across devices.
- Delivered real-time input validation, error feedback, and robust geocoding failure handling.

Road Duel
Introduction to Game Studies: Theory and Design (IAT 210), SFU   *May – Aug 2024*
- Led a team of 5 members, including myself.
- Organized weekly meetings, taking updates from 4 team members to ensure progress.
- Contributed to script writing, draft implementation, and mechanics finalization.

Audio Visual Language Learning App for Blackfoot

Introduction to Computing Science and Programming I (CMPT 120), SFU   *Sep – Dec 2023*

- Developed an audio-visual app for learning Blackfoot, using numpy, draw, CSV, and custom modules.
- Implemented image manipulation functions (recolor, mirror, minify).
- Designed a seek-and-count game with randomized prompts and visual cues to reinforce vocabulary.
- Utilized CSV handling to load words and media files, ensuring scalability dynamically.
- Built settings control to adjust learning levels, supporting a customizable user experience.

Laughing with Leaves

CSSS Fall Hacks 2024, SFU   *Oct 2023*

- Collaborated on a team to develop a riddle-based game that encouraged users to "turn a new leaf" by solving leaf-themed riddles to grow a virtual tree.
- Presented the project to about 60 people, including participants and organizers.
- Built the game's interface using HTML and CSS, with minor contributions to JavaScript for managing riddle data.

NONTECHNICAL EXPERIENCE

Relief Manager & Sales Associate   *Feb 2024 – Present*

The UPS Store – Port Moody, British Columbia

- Process UPS, DHL, FedEx, Canpar, Purolator, and international shipments via iShip and Freightcom.
- Record and manage transactions accurately on a POS system.
- Communicate with clients to understand and resolve complex shipping and document needs.
- Collaborate with partners like Iron Mountain, Pro Passport, Novex, UPS, and DHL to coordinate schedules and resolve issues.
- Edit documents with Photoshop and handle printing, scanning, binding, and cutting for clients.
- Entrusted with store keys and responsible for enforcing security protocols, ensuring the safe handling of sensitive information and assets in alignment with company policies.

Tutor & Academic Coach   *Apr – Jun 2025*

VICI Learning – New Westminster, British Columbia

- Attended orientation to master workflows with Microsoft Teams and SimplyBook.me.
- Delivered tailored math and science tutoring across diverse student backgrounds.
- Created session plans and progress reports for each learner's unique needs.
- Communicated with parents to discuss improvements and address learning challenges.
- Led hybrid sessions, coordinating co-worker schedules through Microsoft Teams collaboration.

Afterschool Program Instructor   *Aug 2024 – Mar 2025*

Professor Puffin's Challenge Club – Burnaby, British Columbia

- Assisted in classroom management and ensured adherence to activity schedules.
- Prepared class materials, including name tags, and supported administrative tasks.
- Reported student absences and notable characteristics to supervisors for effective follow-up.
- Delivered engaging presentations of activities to support student learning and participation.

Volunteer Tutor   *Jan – Nov 2024*

Vancouver Urban Ministries – Vancouver, British Columbia

- Received training in the Orton-Gillingham approach, specializing in dyslexia, ADHD, FASD, and autism.
- Tutored a 4th-grade student in math throughout the school year, dedicating 2 hours per week.
- Submitted a student progress report each term to monitor improvement and identify growth areas.
- Communicated with parents to gather feedback and adjust strategies to meet the student's needs.

Founder and Administrator   *Jul 2020 – Jun 2021*

GNOSIS Discord Server

- Managed a 2,000-member community, sharing educational resources and facilitating discussions.
- Moderated server activities, ensuring a collaborative and respectful environment.
- Managed bots, users, channels, and roles to optimize engagement.
- Ethically decommissioned the server after addressing copyright concerns.

EDUCATION

Simon Fraser University – Burnaby, British Columbia, Canada   *Sep 2023 – Sep 2027*

Bachelor of Applied Science, Computing Science