

MD SEEAM SIDDIQUE

Gilbert Court, 39 Burton's Pond Road, Memorial University, St. John's, NL, A1B 3P7
+1 709 631 6789 | seeamsiddique04@gmail.com
www.linkedin.com/in/seeam04 | <https://github.com/Md-Seeam-Siddique/Code-Projects.git>

HIGHLIGHTS OF QUALIFICATIONS

- Experience in programming with Python, Java and SQLite through coursework and personal projects
- Strong problem solving and analytical skills, demonstrated through academic projects
- Excellent communication and teamwork abilities developed via group projects, volunteer roles, training programs, and customer service work experiences
- Quick learner with adaptability to new technologies, tools and programming softwares

EDUCATION

Bachelor of Science (Major: Computer Science)

Sep 2023 - Present

Memorial University of Newfoundland, St. John's, NL

WORK EXPERIENCE

DATABASE MANAGEMENT INTERN (Observation Training Program)

Jul 2025 - Aug 2025

Square Hospitals Ltd. - ICT Department, Dhaka, Bangladesh

- Shadowed database operations, noting procedures and standards
- Reviewed change management and patching documentation
- Observed access control reviews and compliance briefings
- Noted High Availability / Disaster Recovery concepts (RAC, Data Guard) from demos
- Attended performance tuning and monitoring walkthroughs
- Summarized integration and data warehouse workflows for notes

RETAIL STORE ASSOCIATE

Sep 2025 - Jan 2026

Winners/HomeSense (TJX Canada), Avalon Mall, St. John's, NL

- Operated POS to process purchases, returns, gift cards, and price adjustments; handled cash/debit/credit with accurate till balancing
- Maintained sales floor standards: restocked, executed markdowns, set planograms/seasonal displays, and completed end of day recovery
- Received and processed shipments: unloaded trucks, sorted cartons, ticketed merchandise, and staged product for efficient replenishment
- Resolved customer issues and escalated when appropriate; collaborated with coordinators and associates to meet daily presentation/throughput targets

HOUSEKEEPING ASSOCIATE

May 2024 - Aug 2024

MUN Student Residences and Ancillary Operations, St. John's, NL

- Cleaned and maintained hotel/residence facilities, ensuring a safe and hygienic environment
- Collaborated with a team of 30 to complete daily cleaning schedules efficiently and meet quality standards
- Managed inventory of cleaning supplies and reported stock levels to supervisors to prevent shortages

VOLUNTEER EXPERIENCE

WORKSHOP FACILITATOR & EVENT ASSISTANT

Aug 2022

Natun Projonmo Uddakta Unnayan Foundation, Dhaka, Bangladesh

- Facilitated a workshop titled "Computer Skills Development of Small Categories Women Entrepreneurs," teaching participants to use MS Office (Word, Excel, PowerPoint) and basic internet tools
- Assisted in planning and organizing the workshop, preparing training materials and schedules using Microsoft Word and PowerPoint
- Guided more than 50 rural women entrepreneurs in hands on exercises on word processing, spreadsheets, email, and web browsing to improve their digital literacy

WORKSHOP PARTICIPANT & ASSISTANT- DATABASE MANAGEMENT

Jun 2025

Bijoy Online Ltd., Dhaka, Bangladesh

- Assisted facilitators with setup, sign-in, materials, and session flow for a database management workshop
- Observed demos on relational modeling, SQL basics, backup/restore, and access control; compiled concise recap notes for attendees
- Supported Q&A by routing questions to instructors and sharing follow-up resources as directed

TECHNICAL PROJECTS (Code available in provided Github link)

KIVI GAME (Academic)

Mar 2025

- Built a Java Swing Kivi board game with a 7×7 grid, multi screen interface, and color themed UI.
- Implemented game logic, scoring, and dice combination validation for human and AI players.
- Added save/load features, a winner screen, and packaged the project as a runnable JAR.
- Collaborated with a team of 5 people to design and develop the game, producing full software documentation as part of the academic project requirements

SNAKE GAME (Personal)

Sep 2025

- Built a classic Snake game in Java Swing, including game loop, event handling, and score tracking.
- Added a home screen, color themes, and simple keyboard controls.
- Implemented apple spawning, scoring, smooth grid based movement, and automatic high score saving.
- Packaged the project into a runnable JAR.

MARKET DATA ANALYSIS (Personal)

Oct 2025

- Built a Market Basket Analysis & Product Recommender in Python.
- Cleaned retail transaction data and grouped invoices into product baskets.
- Mined frequent itemsets and association rules using Apriori (pandas library).
- Implemented both a CLI and Tkinter GUI to browse rules and get product recommendations

WEATHER DATA ANALYSIS (Personal)

Nov 2025

- Built a Python application for importing and analyzing historical weather data from Meteostat.
- Designed the database schema using SQLite and implemented clean ETL pipelines with upsert logic for reliable data storage.
- Developed analysis features for monthly summaries, extremes, rainy day counts, and cross city comparisons.
- Implemented both a CLI and Tkinter GUI enabling users to add cities, import data, and run climate analyses easily.

INTERESTS/Achievements

- Completed Aloha Senior Mental Arithmetic Course
- Participant, Memorial University Hackathon
- Member of MUN Computer Science Society

Jul 2016

Mar 2024

Oct 2023 - Present

REFERENCES

Available Upon Request