

A S M Rizwan Chowdhury

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[LinkedIn](#) / [GitHub](#) / [Portfolio](#) /

EDUCATION

Minnesota State University - Mankato <i>Bachelor of Science in Computer Information and Technology; Minor in Mathematics</i>	Mankato, MN May 2026
Combined BS/MS Program in Data Science <i>Master of Science in Data Science</i>	Mankato, MN Expected May 2027

CERTIFICATES

- Database Technologies Certificate
- Software Development Certificate

PROJECTS

Rizzy Pokémon Shop — Full-Stack E-Commerce Application / <i>HTML, CSS, JavaScript, Node.js, Express, PostgreSQL, Stripe API</i>	Dec 2025
– Built a full-stack e-commerce platform with 15+ product listings , enabling end-to-end flows for product browsing, cart management, and secure checkout.	
– Designed 10+ RESTful API endpoints with Express.js, serving dynamic products and pricing data from a PostgreSQL database.	
– Integrated Stripe Checkout (test mode) , successfully handling 100% of payment, success, and cancellation flows without errors.	
– Implemented a persistent shopping cart with real-time price calculations, tested across 100+ cart and checkout operations with zero runtime crashes.	
– Applied clean architecture and separation of concerns between frontend and backend, improving maintainability and reducing debugging time by ~30%.	
Tip Calculator & Grade Converter App / <i>Javascript, .NET</i>	Oct 2025
– Engineered an application that automates transaction calculations and tip customization, reducing user input time by 40% .	
– Implemented strong input validation and exception handling, resulting in a zero-error runtime .	
– Designed an interactive UI using WinForms to streamline data entry and improve accuracy for test users.	
Leap of Ages / <i>Unity, C#, Game Development</i>	Sep 2022 – Oct 2022
– Developed a 2D platformer with progressive level difficulty, incorporating enemy AI and dynamic physics simulation.	
– Optimized frame rendering, improving performance by 25 FPS across test environments.	
– Presented at CADSCOM 2022 Project Showcase; recognized for innovative level design and gameplay flow.	
Little Witch Nightmares / <i>Unity, C#, Game Jam</i>	Oct 2022
– Co-developed a complete 2D game in 48 hours during a hackathon, integrating UI animations and combat mechanics.	
– Managed health-bar logic and UI transitions achieving 100% stable build during playtesting.	

TECHNICAL SKILLS

Programming Languages: Python, C#, C++, JavaScript, HTML/CSS, SQL
Frameworks & Tools: Node.js, Express.js, .NET, Unity, Unreal Engine, Flask, Git, GitHub, Visual Studio, VS Code, Jupyter Notebook, Excel, Microsoft Office
Libraries: NumPy, Pandas, Matplotlib, Scikit-learn, Scrapy
Databases: MySQL, SQL Server, PostgreSQL
Skills: Object-Oriented Programming, REST APIs, CRUD Operations, Debugging, Data Cleaning, Model Evaluation, Version Control, Problem Solving, Team Collaboration

EXPERIENCE

Overnight Stocker Associate <i>Walmart</i>	May 2023 – Dec 2025 Mankato, MN
– Managed inventory restocking and organization across 15+ aisles per shift while ensuring workflow efficiency.	
– Collaborated with a team of 10+ associates to meet restocking goals ahead of schedule by 20% weekly.	
– Applied process optimization techniques reducing product retrieval time by 15% .	
Crew Member <i>Noodles & Company</i>	Apr 2023 – May 2023 Mankato, MN
– Delivered fast-paced service and upheld brand quality standards under high-volume conditions.	
– Maintained strong communication with management to ensure consistent operational flow and team productivity.	
Dining Student Worker <i>Sodexo, Minnesota State University - Mankato</i>	Aug 2022 – May 2023 Mankato, MN
– Performed high-accuracy cash handling and order processing for 200+ daily customers.	
– Collaborated across multiple dining locations to ensure service efficiency and client satisfaction.	

ACCOMPLISHMENTS

Dean's List: Spring 2022, Fall 2023 (Top 10% of class)

Member, Alpha Lambda Delta Honor Society for Academic Excellence

Recipient, Minne Analytics and Federated Insurance Scholarships for IT