

# A S M Rizwan Chowdhury

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## EDUCATION

### Minnesota State University - Mankato

*Bachelor of Science in Computer Information and Technology; Minor in Mathematics*

Mankato, MN

*May 2026*

### Combined BS/MS Program in Data Science

*Master of Science in Data Science*

Mankato, MN

*Expected May 2027*

## CERTIFICATES

- Database Technologies Certificate
- Software Development Certificate

## PROJECTS

### Rizzzy Pokémon Shop — Full-Stack E-Commerce Application / *HTML, CSS, JavaScript, Node.js, Express, PostgreSQL, Stripe API*

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 / *Javascript, .NET*

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 / *Unity, C#, Game Development*

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 / *Unity, C#, Game Jam*

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

May 2023 – Dec 2025

*Walmart*

*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

Apr 2023 – May 2023

*Noodles & Company*

*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

Aug 2022 – May 2023

*Sodexo, Minnesota State University - Mankato*

*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