A S M Rizwan Chowdhury

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EDUCATION

Minnesota State University - Mankato   Mankato, MN
Bachelor of Science in Computer Information and Technology; Minor in Mathematics   *May 2026*

Combined BS/MS Program in Data Science   Mankato, MN
Master of Science in Data Science   *Expected May 2027*

CERTIFICATES

– Database Technologies Certificate
– Software Development Certificate

PROJECTS

Rizzy 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