

Sadman Chowdhury

Linkedin: <https://bit.ly/3i12RFV>

Github: <https://github.com/SAD2023>

CONTACT

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Experience

CSApps Research Program, Bronx, New York (virtual) – Mentor

July 2020– August 2020

Over the summer, I guided four students through the initial design process of a Python project that used UNDP Datasets and other studies to find a correlation between education levels and income equality in developing nations.

Projects

Big Red Redemption – A Cornellian RPG

October 2020– December 2020

As part of a four person team in CS 3110, I designed and programmed an rpg that follows the life of a Cornell student through their four years in Ithaca. The student makes decisions that have specific consequences (such as gaining new friends!) which accumulate and ultimately decide which ending they receive. Players also take part in several minigames in their playthrough. The game is displayed using the OCaml Graphics Library Gui and written fully in OCaml. The complete code can be found here: <https://github.com/SAD2023/rpg>

Education

Cornell University, Ithaca, NY — Bachelor of Arts in Computer Science

September 2019 - May 2023 (anticipated) | **GPA: 3.703**

Manhattan Center for Science and Mathematics, Manhattan, NY — High School Diploma

September 2015 - June 2019

Programming Skills

Python, Java, HTML, CSS, JS, OCaml, Kotlin, some grasp of Android Studio, and knowledge of version control with Github.

Relevant Courses Taken

- Introduction to Computing Using Python
- Object-Oriented Programming and Data Structures
- Discrete Structures
- Functional Programming

Involvements

Cornell International Affairs Society

| VP of Membership (April 2020–)

Cornell InRealTerms Newsletter

| Writer (Sep. 2019– April 2020)

Hobbies/Interests

Weightlifting, debating, watching historical films, reading fiction.