SALMAN CHOWDHURY

3262 Daytona Avenue, Windsor, ON N9E 4T8 **|**
519-915-8225 **|** chowdh72@uwindsor.ca **|**
https://github.com/SChowdh1045 **|** https://www.linkedin.com/in/salman-chowdhury-0748881b7/

SKILLS

- Gained experience with HTML/CSS, JavaScript front-end languages and Python, C, Java programming languages
- Obtained knowledge on both Linux and Windows platforms while doing academic projects
- Maintained personal and school projects making use of Git & GitHub version control systems

EDUCATION

Bachelor of Science Honours Computer Science with Software Engineering Specialization Co-op   Sep 2020-Present

University of Windsor · Windsor, ON

- Courses: Intro to Programming & Algorithms I, Intro to Programming & Algorithms II, Computer Architecture I, Object-Oriented Programming Using Java, Data Structures & Algorithms, System Programming

PROJECTS

Todo App | https://github.com/SChowdh1045/Todo-App   Mar 2022-Apr 2022

Personal Project · Windsor, ON

- Made a "to-do" app to keep track of tasks to accomplish
- Developed using React.js library

Salman Chowdhury | https://schowdh1045.github.io/Salman-Chowdhury/   Sep 2021-Present

Personal Project · Windsor, ON

- Created a personal website detailing several qualities and skills
- Developed the website using HTML/CSS and JavaScript
- Implemented Firebase Realtime Database for keeping track of users who wish to contact me via the contact form
- Incorporated CSS Grid and Flexbox as a method for generating grid structures to create layouts that can be redefined using media queries

Night of the Invaders | https://github.com/SChowdh1045/Night-of-the-Invaders   Apr 2019-Aug 2019

Personal Project · Windsor, ON

- Programmed a 2D mini game utilizing the Python programming language and Pygame library
- Conceptualized the idea of "top-down perspective", also known as "bird's eye view"
- Presented and communicated the mini game to a mentor to further enhance the game's UX