

SHEIKH SAFWAN HOSSAIN

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Education

Bachelor of Science (BSc) - Computing Science Specialization in Software Practice September 2021 - April 2025
University of Alberta, Edmonton, AB

Relevant Courses: Software Engineering in Java (CMPUT 301), Operating System (CMPUT 379), Advanced Games Programming in C++ (CMPUT 350), Database Management Systems (CMPUT 291), Algorithms (CMPUT 204), Practical Programming Methodology in C (CMPUT 201), Computer Architecture and Organization (CMPUT 229), Computers and Games (CMPUT 250); Discrete Mathematics (CMPUT 272), Game Artificial Intelligence (CMPUT 256).

Game Development Certificate September 2021 - April 2025
University of Alberta, Edmonton, AB

A certificate for completing discipline-specific studies with courses that give opportunities to work in multidisciplinary teams, build complete small and medium-scale games, and interact with the game industry.

Projects

- **BlackBox (2023)**: A collaborative Android mobile application for inventory management built in CMPUT 301. Developed using **Android Studio** with **Java**, used **Git** and **GitHub** for version control, and practiced **Object-Oriented Programming** and **Agile Methodology**.
- **DevelopEd 2.0 Four-Colour Map Theorem Solver (2023)**: A hackathon collaborative web project that shows a graph-based solution for the Four-Colour Theorem by letting the user draw a map and receive a coloured one. Built using **Next.js** (with **React.js** and **Tailwind CSS**) and **p5.js** on the front end and **Flask**, **skimage** (image processing), **clingo** (non-procedural programming), and **MongoDB** on the back end.
- **Daybreak (2022)**: Collaborated as a multi-disciplinary group of five individuals to create an independent 2D action-adventure RPG game called Daybreak in CMPUT 250. Built using **RPG Maker MV** game engine and **JavaScript** for writing plug-ins, **Git** and **GitHub** for version control, and **GitHub Page** for deployment.

Work Experience

Mentor September 2022 - December 2022
UAlberta Future Creators, Edmonton, AB

- Taught 10+ students in grades 7-12 how to design and build a website using HTML and CSS.
- Coordinated in collaboration with a co-mentor to create workshop materials, improving teamwork skills.
- Ensured fair delegation of tasks and monitored students' progress and resolved students' conceptual queries.

Resident Assistant (RA) October 2021 - April 2022
University of Alberta, Edmonton, AB

- Fostered a healthy culture and strong values within the residence community.
- Promoted a sense of community and diversity within the residence.
- Organized active and passive programs to foster strong connections between residents.

Skills

- **Programming Languages**: C, C++, C#, Java, Python, JavaScript
- **Android Mobile Development**: Android Studio
- **DBMS**: MongoDB, MySQL, SQLite
- **Game Engines**: Unity, RPG Maker MV, Godot
- **Tools**: Git, GitHub, Linux