

# Sheikh Safwan Hossain

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## EDUCATION

**Bachelor of Science - Computing Science with Specialization in Software Practice** Sep. 2021 - Apr. 2025

*University of Alberta*

*Edmonton, AB*

### Relevant Coursework:

Web Applications and Architecture (CMPUT 404), Introduction to Software Engineering in Java (CMPUT 301), Operating System Concepts (CMPUT 379), Advanced Games Programming in C++ (CMPUT 350), Non-Procedural Programming Languages (CMPUT 325), Introduction to File and Database Management (CMPUT 291), Algorithms (CMPUT 204), Practical Programming Methodology in C (CMPUT 201), Computer Architecture and Organization (CMPUT 229), Game Artificial Intelligence in C# (CMPUT 256), Discrete Mathematics (CMPUT 272).

**Game Development Certificate**

Sep. 2021 - Apr. 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

**NexaPulse** | *Python, Django, Svelte, JavaScript, HTML, CSS*

Jan. 2024 – Apr. 2024

- Developed a full-stack Distributed Social Networking web application in CMPUT 404 with **Django** serving a REST API on the back-end and **Svelte** on the front-end.
- Implemented node-to-node connections with two external servers, similar to Threads and Instagram, and utilized **AJAX** for dynamic content loading.
- Transitioned from **SQLite** (development) to **PostgreSQL** (production) for database management and deployed the web application on **Heroku**.
- Practiced **Scrum** and used **Git** and **GitHub** for collaboration and task management.

**BlackBox** | *Java, Android Studio*

Sep. 2023 – Dec. 2023

- Developed an inventory management Android application in CMPUT 301 using **Java** and **Android Studio**.
- Utilized **Git** and **GitHub** for version control.
- Practiced **Object-Oriented Programming** and **Agile Methodologies**.
- Used **Figma** to make a prototype of the application's UI.

**Four-Colour Map Theorem Solver** | *Python, Flask, Next.js, scikit-image, clingo*

Sep. 2023 – Sep. 2023

- A two-day hackathon (DevelopEd 2.0) collaborative web application that shows a graph-based solution to the Four-Colour Map Theorem.
- Built using **Next.js** (with **React.js** and **Tailwind CSS**) and **p5.js** on the front-end.
- Used **Flask**, **scikit-image** (image processing), and **clingo** (answer set programming) on the back-end.

## EXPERIENCE

**Mentor**

Sep. 2022 - Dec. 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 with a co-mentor to create workshop materials, improving teamwork skills.
- Ensured fair delegation of tasks, monitored students' progress, and resolved students' conceptual queries.

## TECHNICAL SKILLS

**Languages:** Python, JavaScript, C, C++, C#, Java, R, lisp, prolog, HTML, CSS.

**Frontend Frameworks:** Svelte, React.

**Backend Frameworks:** Django, Flask.

**Android Development:** Android Studio.

**DBMS:** MongoDB, SQLite, PostgreSQL.

**Game Engines:** Unity, Godot.

**Developer Tools:** Git, GitHub, Linux, Heroku, RStudio.