Sami Muntakim Hossain

+1-825-561-2176 | Sami.Muntakim@gmail.com | github.com/SamiHossain

EDUCATION

University of Calgary Calgary, AB
Bachelor of Science in Mathematics *Expected 2025*

Relevant Coursework

Principles of Programming, OOP, Discrete Mathematics, Linear Algebra, Data Structures and Algorithms

SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML/CSS
Frameworks: React, Node.js, Bootstrap
Developer Tools: Git, VS Code, PyCharm, NetBeans, Eclipse, JavaFX, Excel
Libraries: Pandas, NumPy, Chart.js
Soft Skills: Technical reports, Presentations, Team Building, Public Relations, Communication, Problem-solving, Critical Thinking, Team Player

EXPERIENCE

Wendy's Crew Member 2018 - 2020
Wendy's McKnight and Sunridge locations *Calgary, AB*

- Maintained excellent customer service during intense, busy environments
- Communicated professionally and positively with coworkers and management
- Cross-trained and coordinated scheduling with team members to ensure seamless service
- Mastered the computer system for automated order taking
- Resolved complaints promptly and professionally
- Took initiative to find extra tasks when scheduled duties were completed

PROJECTS

Personal Website Portfolio | *HTML/CSS, JavaScript, React, Node.js* Present

- Developed a full-stack web application using Node.js with React as the front-end
- Utilized React icons library to customize and elevate aesthetics
- Multiple contact options (Gmail, Github, and direct form submission using EmailJS
- Displayed GitHub projects visually and with hyperlinks

Simple Stock Analysis | *Financial Modeling API, HTML/CSS, JavaScript* 2022

- Developed a simple stock analysis website
- Fetched stock data using Financial Modeling API
- Calculated and displayed the DCF (True Stock Value/Price)

Maze Runner Game with GUI | *Java, JavaFX, Scene Builder, Git* 2021

- Collaborated with peers to work as a functional team
- Version control with Git
- Implemented GUI with JavaFX and Scene Builder
- Designed UML diagram for whole project
- Utilized all four main principles of object-oriented programming (abstraction, inheritance, encapsulation, and polymorphism)
- Polished many features such as music, lore, icons and visuals

EXTRACURRICULAR ACTIVITIES

Competitive Programming Club: Practiced problem solving skills and DSA fundamentals
Soccer/Football: Competitive Recreational League, developed excellent communication with the team for synergy