

Arnob Chowdhury

Software Engineer

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SUMMARY

Software Engineering student with strong fundamentals in backend development, data structures, and clean architecture. Focused on building scalable, reliable systems with performance and simplicity in mind.

SKILLS

Java, JavaScript, Node.js, Express, MySQL, REST APIs, HTML & CSS, Object-Oriented Programming, Data Structures, Git & GitHub

EXPERIENCE

Software Developer — Projects

Independent Projects · 2024 – Present

Built full-stack applications using Node.js and MySQL. Designed REST APIs, implemented authentication, optimized database queries, and followed clean coding practices.

PROJECTS

- Cafeteria Management System — Full-stack web application built with Node.js and MySQL featuring order management, admin dashboard, session-based authentication, REST APIs, and optimized queries.
- Doodle Jump — Java OOP Platformer — Desktop game using object-oriented principles with collision detection, event-driven controls, dynamic platform generation, and game loop logic.
- Snake Game — C — Terminal-based game with real-time input handling, dynamic scoring, and grid-based movement logic.

EDUCATION

B.Sc. in Software Engineering

Shahjalal University of Science and Technology · 2023 – Present

Relevant Coursework: Data Structures, Algorithms, Database Systems, Operating Systems