

# 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