Arnob Chowdhury

Software Engineer | Bangladesh

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SUMMARY

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

SKILLS

1. Java
2. JavaScript
3. Node.js
4. Express
5. MySQL
6. REST APIs
7. HTML & CSS
8. OOP
9. Data Structures
10. Git & GitHub

PROJECTS

Cafeteria Management System

Full-stack web application built with Node.js and MySQL featuring order tracking, admin dashboard, and session-based authentication. Designed REST APIs and optimized queries.

Doodle Jump — Java OOP Platformer

Desktop platformer game built in Java using object-oriented design principles. Implemented collision detection, event-driven input handling, and dynamic platform generation.

Snake Game — C

Terminal-based Snake game developed in C using structured programming concepts. Implemented real-time input handling, score tracking, and grid-based movement logic.

EDUCATION

B.Sc. in Software Engineering — Shahjalal University of Science and Technology (2022 – Present)

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