

Adnan Chowdhury

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Objective

To work within a company that makes full use of its employees' talents and will challenge them to grow and learn; all the while staying on top of current trends and new technologies.

Skills

Languages

JavaScript, HTML5, Jade,
SASS/CSS/LESS,
Ruby, Puppet,
C#/C++/C, Java,
Clojure, Lisp
SQL/T-SQL,
Windows PowerShell,
Bash

Development Tools

Vim, Tmux, Eclipse, Visual Studio,
node.js, npm, rbenv,
Git, Mercurial, Subversion,
Jasmine, Mocha, rspec, puppet-spec,
xUnit, NUnit, MSTest,
GCC, GDB, Make,
JIRA, Confluence, Trello,
Bamboo, Jenkins, Travis-CI

Various Tools & Technologies

HAProxy, Nginx, httpd, ExpressJS,
MongoDB, Elasticsearch, PostgreSQL,
Redis, RabbitMQ,
Microsoft SQL Server,
OpenStack, VMware vCloud,
DigitalOcean, Amazon EC2,
cURL/Wget, Firebug, Bootstrap,
Ruby on Rails, Ember.js,
Puppet, Chef, Logstash, Sensu, Kibana,
IRC, Cowsay, GIMP

Experience

88 MPH Inc., President, Full-Stack Developer *Miami, FL* (August 2014 - Present)

- Corporation created to manage food truck business and web development contracts.
- Development projects include blog implemented with client-side JS web-app (Ember.js), MV*/MVC architecture
- Full-stack architecture: Express + Node.js + MongoDB + Ember.js
- Employed use of templating languages including Jade, Handlebars and Mustache
- Fully-responsive solutions for mobile browsers (Bootstrap)
- **The Jolly Bengali Food Truck** (August 2014 - December 2014)
 - Self-started food truck business, serving Bengali food.
 - Wide-range of tasks including cooking, cleaning, truck maintenance and repair, and online marketing.
 - Demonstrated ability to take ownership, lead and make decisions to move forward and make progress.
 - Acquired invitations to prestigious events such as the Wynwood Art Walk festival and the Wheelin' Dealin' Street Food festival.

Ultimate Software, DevOps, Site Reliability Engineer (Contract) *Weston, FL* (March 2014 - August 2014)

- Wrote and maintained Opscode Chef recipes (Ruby)
- Unit tests: Kitchen + rspec; Berkshelf used as well
- Administrated OpenStack environment for team and outside dev teams
- Built scalable monitoring and logging solutions including ELK stacks (Elasticsearch + Logstash + Kibana) and Sensu Monitoring stacks (RabbitMQ + MongoDB + Redis + Graphana)
- All solutions included redundant configurations and were load-balanced (HAProxy) for scalability

IPC: Independent Purchasing Cooperative, Software Engineer *Miami, FL* (March 2012 - December 2013)

- Member of SubwayPOS development; Point-of-Sale application used in Subway restaurants worldwide
- Flagship application implemented in C# (.NET)
- Strict-following of TDD and Agile practices
- In charge of building and maintaining Continuous Integration environments for automated testing
- CI Server: Atlassian Bamboo, private cloud solution: VMWare vCloud
- Administrated VMWare vCloud for team
- Demonstrated Puppet as Configuration Management solution; Took lead, built and maintained Puppet code base with sub-team
- Wrote configuration management scripts for Flagship Software along with dependent applications in testing ecosystem, including cloud-based web-app.

- Responsibilities also included maintaining project code (C#), writing Ranorex UI Automation (C#), and writing various automated scripts via Windows PowerShell

Ultimate Software, Automation Tool & Test Engineer *Weston, FL* (June 2010 - March 2012)

- Worked with SaaS Network Operations Center team to automate maintenance processes and conduct automated testing.
- Maintained thousands of live customer-facing servers hosting flagship ULTIPro software.
- Created library of automated scripts via Windows Powershell to implement reporting and monitoring solutions; Solutions ranged from routine SQL Database comparisons, automatic-remediation of servers based on error-detection, and automated networking solutions.

Interests

HTML5 Games

- Built several HTML5 Games by utilizing HTML5 Canvas element with JavaScript
- Followed JavaScript module pattern to modularize and organize code more efficiently
- Unit tests implemented with Jasmine testing framework; Graphic design done with GIMP
- Participated in Ludum Dare #28; "One Bullet", Won #12 in Humor (out of 2063)
- Code available on GitHub

Embedded Systems Programming (Nintendo DS)

- Utilized open-source C library "libnds" to implement games and demos for the NintendoDS.
- Implementation required use of GCC, GDB and C programming language
- Low-level CPU management and Memory Mapping & Allocation required to meet hardware-specific limitations.
- Code available on GitHub

Links

- <http://chewbonga.com> (Development blog)
- <http://adnan-chowdhury.com>
- <http://github.com/bttf>

Education

FLORIDA STATE UNIVERSITY *Tallahassee, FL* (2007-2011)

- Bachelor of Arts, Computer Science. Minor: Humanities