

NURUL HUSSAIN

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Education & Skills

Stony Brook University

Bachelor of Science in Computer Science

Stony Brook, NY

Aug, 2021 - May, 2025

- Selected Coursework: Data Structures and Algorithms, Operating Systems, Computer Networks, System Fundamentals, Cloud Computing, Software Engineering, Machine Learning

Revature | Backend Developer Bootcamp

May, 2025 - Nov 2025

- Developed several backend systems using Java, SQL, JDBC, and Spring Boot by developing RESTful APIs across 15+ authentication and CRUD endpoints, implementing service and data layers, and applying clean validation, modular design, and TDD principles.

Languages: TypeScript, JavaScript, HTML, CSS, Python, Swift, Java, SQL

Tools: Firebase, AWS, Azure, Linux, Docker, Git, Cypress, Jest

Technologies/Frameworks: React.js, Next.js, Angular, FastAPI, PostgreSQL, Spring Boot, Django

Experience

Mobile App Developer Intern

adollarclass

Houston, TX

Sept 2025 – Dec 2025

- Collaborated on the design and development of a service booking Flutter application with full user account management and checkout/payment processing, leveraging Firebase services including Firestore and Firebase Authentication.
- Regularly maintained the application by implementing performance optimizations, including Firestore compound indexes, batched writes, widget tree refactoring, and memoized state management, reducing average page load times by 30%.
- Developed Figma UI/IX, unit and widget tests using Flutter's testing framework, and integrated CI/CD pipelines via GitHub Actions using Cypress and Jest.

Projects

Noteify – Interactive Notes Platform

2025

- Built an interactive sticky note platform with FastAPI and SQLAlchemy modeling relational PostgreSQL schemas with transaction-safe operations and Alembic migrations, supporting user authentication, note management, and real-time search.
- Implemented JWT authentication with PyJWT and developed unit and integration tests with Jest for frontend and backend reliability.
- Enabled 1,000+ user-created notes with drag-and-drop organization and fluid UI animations.

Rust Walkers

2024

- Designed and deployed a full-stack multiplayer game with modular services for authentication, social features, real-time chat, and in-game transactions, using AWS EC2, S3, and RDS for scalability and reliability.
- Implemented Redis for real-time game state caching and synchronization and developed automated end-to-end tests with Cypress and integrated CI workflows using Git.
- Awarded 1st place at the 20th Annual Stony Brook Game Programming Competition.