# Nahid Chowdhury

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## EDUCATION

**BSc Computer Science – Queen Mary University of London** **2016 - 2019**

Relevant modules: Graphical User Interfaces (83.6%), Fundamentals of Web Technology (40.0%), Database Systems (60.2%), Software Engineering Project (51.1%), Object-Oriented Programming (65.4%), Procedural Programming (69.5%)

**QMUL Projects**

**Graphical User Interfaces (83.6%)**

**Mobile Weather Application** **Year 2 Semester B 2018**

- **HTML, CSS & JavaScript**: applied HTML for general coding, CSS for text formatting and JavaScript for creating the dynamic interface (e.g. displaying the temperature and weather using an API) using Brackets alongside NodeJS's runtime environment.
- **Innovation**: designed the weather application towards sports-oriented users through incorporating additional features including equipment suggestions, event calendars and even viable sports locations achieved through the assistance of Google Maps API.
- **Customer Focus**: coordinated end-user requirements through analysis of questionnaires and interviews alongside our own independent research and ideas to develop a highly accessible and practical application.

**Database Systems (60.2%)**

**Student Assessment Database** **Year 2 Semester B 2018**

- **Visual Paradigm & MySQL**: visualised the actors and attributes involved through relational models using Visual Paradigm and created the student database storing relevant information (e.g. student ID, assessment marks, etc.) using MySQL.
- **Team player**: initiated the group project alongside four other randomly selected students. Organised weekly group meetings and established a WhatsApp group enabling both direct and indirect communication. Resolved issues and allocation of tasks during group meetings and certain complex sections were completed in collaboration.
- **Problem-solving**: prioritised an emergency group meeting explaining each form of normalisation to selected team members who struggled with the concept hindering their progression. Rectified the misunderstanding using visual aids and examples resolving the issue.

**Software Engineering Project (51.1%)**

**Restaurant Management System** **Year 2 Semester B 2018**

- **Java & SQLite**: created software primarily using Java via NetBeans IDE and alongside SQL for developing a database storing information such as menu items, stock count, reservations, etc. using SQLite.
- **Analytical**: researched pre-existing systems, analysing pros/cons, extracting the pros and examine the reasons behind the cons to explore alternative solutions (e.g. issues with limited accessibility and high cost) improving user satisfaction.
- **Communication**: elected a group leader to resolve any conflicting ideas and an editor for high quality maintenance such as clean code, consistently and relevance. Participated in weekly group meetings resolving issues, discussions for design ideas and changes and distributing workload.
- **Responsibility**: accidently submitted a document in DOCX format as opposed to PDF. A group member noticed and had an outburst. Ironically, they made the same mistake before. Opted the responsible and constructive approach, taking full responsibility and apologising as opposed to retaliating with their mistake, demonstrating work ethic and teamwork.

**Object-Oriented Programming (65.4%)**

**Maze Escape** **Year 1 Semester B 2017**

- **Java:** developed a maze escape prototype experimenting with functionalities of Java and NetBeans IDE prioritising the implementation of consistent, clean and standardised form of coding.
- **Inquisitive:** contemplated on different approaches achieving the same outcome (e.g. exception handlers vs if-statements), leading to independent research of appropriate and efficient usage of code.
- **Object-Oriented Design:** demonstrated designing code as interactions and behaviours of objects eliminating the redundancies and optimising efficiency and abstraction (e.g. separate GUI and entity classes).

**Stepney Green Secondary School & Sixth Form** **2008 - 2016**

A-Levels: Biology (B), Chemistry (C), Mathematics (C)
AS-Level: History (C)
11 GCSES including Mathematics (A) and English (B)

# TECHNICAL PROJECTS

**OSRS Staking Calculator** **December 2017**

- **Java:** designed a calculator using Java calculating the odds of winning a battle through millions of simulations based on weapon of choice, the player's stats and any special attacks.
- **Perseverance:** information for calculating the battle simulations were unavailable official. Acquired calculation data through scouring the internet for reliable data alongside intensive independent accumulation of raw data.
- **Self-motivated:** motivated through my own interest and enthusiasm to discover the factors that impact the success of a battle.

**Adventurer Simulator** **July – August 2018**

- **Java & SQLite:** organised a duo project between a long-time friend studying Computer Science and myself using Java for the GUI and general coding and SQLite for storing information such as weapons, armours and their attributes.
- **Pair-programming:** rotated as the driver and observer to ensure standardised code, acting both as mentor and mentee, and to promote ideas and efficient solutions real-time.
- **GitHub:** collaborated research and code through our university GitHub Enterprise accounts for remote accessibility. Discord's share-screen function provided opportunities for pair-programming even in remote environment.

# FURTHER WORK EXPERIENCE

**Temporary IT Specialist Support – QMUL** **February 2020**

- **Innovation:** created an Excel VBA macro auto filling the webpage form for dispensing laptops savings several hours of work for my colleagues especially during the extremely busy workload due to the coronavirus panic.
- **Fast learner:** adapted to the work environment quickly to aid colleagues setting up and dispensing laptops as well as solving any technical issues.

**Sales Assistant – Boots** **December 2018 – Present**

- **Teamwork**: negotiated tasks between two other colleagues. Synergised with colleagues deciding which colleague to address customers vs those completing other routine tasks such as stock management.
- **Initiative**: accomplished majority of my training through observation and questioning colleagues as opposed to directly being trained.
- **Professionalism**: adhere to a smart dress code and greet customers with a respectful tone even under stressful situations including arguments instigated by difficult customers.

**Media Resource Department Assistant – Stepney Green College** **September 2014 – May 2015**

- **Interpersonal skills:** actively listening, analysing and probing on certain questions the client specified in their requirements to envision the client's ideal poster.
- **Work ethics**: ensured client's tasks were highest priority and completed to a high standard. Strictly abided to the policies of the workplace and balanced socialising with colleagues and focusing on tasks.
- **Creativity:** focused on achieving the appropriate theme and requirements while appealing to the audience and accomplishing functionality such as designing a film reel border to portray media studies poster.

# INTERESTS

- Socialising with friends such as eating out, cinema, etc. and watching comedy shows.
- Researching strategies and tactics for online games, mainly using MS Excel and Word for calculations and documentations.
- Improving old projects to revisit and practice programming and as a visual representation of my progression.

# REFERENCES

References available on request