Shahriar Moin

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EDUCATION

Bachelor of Science in Computer Science
William Paterson University, Wayne, New Jersey
Dean's List: Spring 2020

Coursework:
Software Engineering, Database Management, Computer Graphics, Programming Languages, Data Structure

SKILLS

- Software development
- Adaptability
- System debugging
- Data analysis
- UI design
- Code validation
- Proficient in HTML and CSS
- Proficient in C++
- Familiar with Python and Java
- Familiar with SQL

RELATED EXPERIENCE AND PROJECTS

Volunteer iOS App Developer/UI Designer   *September 2022 - Present*
- Working on creating a personal planner application
- Designed aesthetically pleasing and functioning user interfaces
- Redesigned applications with the goal of adding a personal touch and potentially making them appear more attractive

Volunteer Frontend Developer   *August 2021 - Present*
- Worked independently to design and develop websites
- Created a tour guide website for a class presentation
- Helped a group of classmates design their website

Volunteer Programming Tutor   *September 2019 - Present*
- Ensured that all classmates are doing well and provided help to those who were struggling with programming
- Guided friends and family members with their programming assignments/projects

When. Wear. Weather.   *August 2022 - December 2022*
William Paterson University, Wayne, NJ
- Currently working on an application with the goal of combining a calendar function, a wardrobe management function, and link these two intrinsically with the weather application.
- Designing the UI with Flutter and using Firebase as the primary database for the application

Student Database (SQL)   *August 2022 – December 2022*
William Paterson University, Wayne, NJ

- Designed a student database management system that contains student, course, and instructor information
- Allows users to easily store, maintain, process, and compile student data, thus enabling them to operate smoothly

ATM Project   *January 2022 - May 2022*
William Paterson University, Wayne, NJ
- Planned an ATM system based on a bank's specification using a process: UML Diagram, Class Diagram, Communication Diagram, Sequence Diagram, and Code Implementation.
- Designed the ATM system's UML Diagram, Class Diagram, and other diagrams.
- Programmed all the functions in C++ with an extensive use of inheritance and classes.
- Designed and created an in-depth report in Microsoft Word.

WORK EXPERIENCE

Assistant Front Store Manager   *June 2016 - July 2017*
Azadi Pizzeria | Helsinki, Finland
- Met customer demands by tracking market changes and adapting strategies to match.
- Identified issues and implemented prompt and successful solutions to eliminate backlog and maximize workflows.
- Implemented positive traits from personnel to reinforce personal skills set.
- Collaborated positively with peers and other staff members to maintain friendly, supportive, and cooperative work atmosphere.

Sales Associate   *August 2017 - June 2018*
S-Market | Helsinki, Finland
- Assisted customers with sales and service needs.
- Met goals consistently while working independently within team environment.
- Managed multiple tasks simultaneously while meeting deadlines.
- Built attractive displays and merchandised products.
- Prioritized teamwork and proper communication amongst personnel and customers.
- Showed excellent leadership by being self-starting and helping others.

OTHER SKILLS

Languages: English (Fluent), Finnish (Fluent), Bengali (Fluent), Spanish and Swedish (Limited working proficiency)