

TANZEEM CHOWDHURY

SOFTWARE DEVELOPER

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PERSONAL STATEMENT

Enthusiastic and dedicated software developer, eager to tackle new challenges and further an appetite to learn new technologies. Seeking to leverage extensive skills from my education and work experience to promote ideas and develop powerful applications.

EDUCATION

UNIVERSITY OF TORONTO
Toronto, Ontario

Honours Bachelor of Science
Received degree: 2015

Major: Computer Science
Minors: Mathematics, Biology

TECHNICAL SKILLS

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| • PROGRAMMING LANGUAGES | C C++ C#/.NET Java PHP Python |
| • WEB TECHNOLOGIES | Django ASP.NET Spring MVC Node.js HTML5 CSS3 JavaScript jQuery JSON AJAX |
| • DATABASES | MySQL PostgreSQL SQL Server Oracle Hibernate |
| • TOOLS & IDES | Visual Studio Eclipse Wing IDE SQL Developer PgAdmin |
| • VERSION CONTROL | Git SVN Team Foundation Server |
| • DESIGN & METHODOLOGIES | Object Oriented Complexity Analysis Unit Testing Accessibility Usability Agile |

WORK EXPERIENCE

CANADA REVENUE AGENCY – Ottawa, ON | SOFTWARE DEVELOPER / ANALYST

May 2016 – Present

- Team lead the development of several large-scale Java Spring MVC applications from commencement to launch
- Involved in the architectural design from the ground level, designing using agency standards
- Gathered requirements, communicating with business leads providing technical advice, recommendations and estimates
- Conducted continuous analysis for pivoted requirements, developing under agile methodologies
- Monitored, identified and resolved technical issues throughout the majority of the development lifecycle

MORNEAU SHEPELL – Markham, ON | SOFTWARE DEVELOPER

June 2015 – May 2016

- Developed and maintained large ASP.NET MVC health management web applications
- Composed and edited extensive SQL scripts and stored procedures to handle large volumes of data in SQL Server databases
- Composed PowerShell scripts to automate tasks
- Responsible for deploying core applications to testing environments and production, configuring IIS Manager
- Frequently communicated with business leads to determine client and business requirements

UNIVERSITY OF TORONTO | *COLLAVRATE* (CS IMPLEMENTATION PROJECT)

January 2015 – May 2015

- Implemented a WebVR virtual environment leveraging Myo armbands for tracking, integrating multiple APIs
- Created a node.js server allowing multiple clients to connect and draw simultaneously via multiple Myo armbands
- Created Oculus Rift environments using WebGL via Three.js that allows users to explore 3D space

ENVIRONMENT CANADA – Toronto, ON | SOFTWARE DEVELOPER

September 2013 – August 2014

- Consulted appropriate documentation and client requirements to implement functionality and features
- Ported back-end of public facing web applications from Cold Fusion to PHP, redesigning logic to accommodate new features
- Redeveloped front-end of using the WET framework, and adhering to WCAG 2.0 standards for web accessibility
- Optimized queries and handled data from Oracle and MSSQL databases
- Secured web application from SQL injection and cross-site scripting vulnerabilities