

Tamjid Hossain

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Education

Georgia Institute of Technology

BS IN COMPUTATIONAL MEDIA

GPA: 3.06

Atlanta, GA

Jan 2019 – Dec 2021

Georgia State University

BS IN CHEMISTRY

Atlanta, GA

Aug 2017 – Dec 2018

Experience

Smoothie King

CREW MEMBER

- Prepared smoothies by following established workplace procedures.
- Provided quality customer service by handling complaints and answering questions.
- Communicated with other team members to solve problems at the workplace in an efficient manner.
- Handled multiple tasks during a fast-paced environment.
- Conducted Financial transactions with customers.
- Develop teamwork skills, communication skills, handling money and helped improve my attention to detail along with handling multiple tasks at once.

Brookhaven, GA

Feb 2018 – Jan 2019

Starbucks

BARISTA

- Learned about brewing methods, beverage blends, food preparation, and presentation techniques to improve food quality.
- Made and served specialty coffee and tea beverages.
- Cleaned and restocked work and dining areas, emptying trash, and sanitizing equipment and utensils.
- Welcomed customers, read menus with specials or new items, answered questions, and accepted orders and payments
- Prepared sandwiches and baked goods, ground and blended coffee beans, brewed coffee and tea, and served items to customers.
- Maintained clean and sanitized workstation and complied with health and safety guidelines.

Atlanta, GA

Nov 2019 – Mar 2020

Skills

Programming Languages: Java, C/C++, HTML, CSS, JS

Soft Skills: Teamwork (5+ people), Communication, Problem-Solving, Creative Thinking, Multi-tasking

Projects

Walpurgisnacht

A SPELL-SLINGING 2D TOP-DOWN FIGHTING GAME IN WHICH PLAYERS FACE OFF AGAINST EACH OTHER. I

IMPLEMENTED THE AUDIO SYSTEM OF THE GAME USING FMOD

Unity, c#

<https://reverienest.itch.io/walpurgisnacht>

Overheat

A 3-D FIGHTER GAME IN WHICH A PLAYER FACES HORDES OF ENEMIES USING HEAT-RELATED ABILITIES. I CREATED THE BLUEPRINT FOR ONE OF THE SPECIAL ATTACKS THAT THE PLAYER CAN USE.

Unreal Engine 4, C#

Lunacia

A 2-D EXPLORER GAME IN WHICH A PLAYER ROAMS AROUND A MYSTERIOUS WORLD TO DISCOVER ALL THE HIDDEN SECRETS OF THE WORLD. I CREATED A SCRIPT TO HAVE THE CAMERA FOLLOW THE PLAYER AND ANOTHER SCRIPT TO SIMULATE A BACKGROUND PARALLAX EFFECT.

Unity, c#

Awards

May 2019 **Dean Award**, Received a 3.0+ GPA

Georgia Tech