

Tamjid Hossain

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Github: <https://github.com/thossain30>

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Motivated Software Developer with the ability to learn and collaborate in rapidly changing environments. Have developed several web apps, including a Weather Dashboard using jQuery. Eager to grow and partake in creating Full-Stack Applications to solve problems.

Skills

Languages/Frameworks: Java (Working), C/C++, C#, HTML, CSS, JavaScript, JQuery, MERN Stack, SQL (Basic)

Tools: GitHub, Microsoft Visual Studio, Visual Studio Code, IntelliJ IDEA, Unity, Blender

Soft Skills: Problem-solving, Teamwork, Analytical skills, Adaptability

Projects

Inventory Manager | Role: Full Stack Developer | GitHub: [thossain30/InventoryManager \(github.com\)](https://github.com/thossain30/InventoryManager)

- Developing a web application that enables users to add various cars to a database.
- Used React.js to add in functionality such as adding a new car to the inventory and displaying it on the webpage.
- Implemented MongoDB & SQL as a database for the inventory.
- Used Express.js and Node.js to connect the frontend of the app to the backend through middleware and routing.
- **Environment:** JavaScript, MongoDB, ReactJS, ExpressJS, NodeJS, Material UI, CSS, HTML, SQL, Visual Studio Code

Death's Door | Role: Project Lead | GitHub: [thossain30/Death-s-Door \(github.com\)](https://github.com/thossain30/Death-s-Door)

- Led a team of 10 individuals, organized meetings, and used Agile-Scrum methodologies to iteratively develop the game in 3 months with 3-4 week sprints.
- Authored slides for weekly presentations regarding game progress and scope control.
- Produced scripts that controlled gameplay events and core mechanics i.e. player movement.
- Implemented and modified a dialogue system which controlled the pacing of the game.
- Created UI and implemented it using scripts i.e. setting different UI active/inactive.
- **Environment:** Unity3D, C#, Github, Trello, Microsoft Visual Studio, Blender

Space Traders | Role: Developer

- Developed a game where you travel around to different areas and buy/sell a variety of goods.
- Worked with four other developers and used Agile-Scrum and Version Control to develop the project in 3 months.
- Used Java and JavaFX to programmatically spawn in the items that the players can trade in each of the regions they can trade them in.
- **Environment:** Java, JavaFX, IntelliJ IDEA, Github

Education

Georgia Tech **Full Stack Flex** Bootcamp

Expected Grad: **July 2023**

Full Stack Flex Certificate

Georgia Institute of Technology, Atlanta, GA

Graduated: **December 2021**

Bachelor of Science in **Computational Media**

- **Dean's List:** Fall 2019, Spring 2020, Fall 2020, Spring 2021

Experience

Mochinut | Crew Member

January 2023 - Present

- Provide quality customer service by handling complaints and answering questions.
- Concoct quality baked goods and drinks accurately based on customer orders.
- Communicate with other team members to solve problems in an efficient manner.
- Handle multiple tasks during a fast-paced environment.
- Monitor inventory and restock as necessary.
- Clean dishes when necessary.

Amazon | Warehouse Worker

June 2021 - April 2022

- Got customer orders ready and packed them up.
- Received and restocked inventory.
- Ensured that products met quality requirements.
- Handled multiple orders in a fast-paced environment.