Tamjid Hossain

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Education

Georgia Institute of Technology, Atlanta, GA   Graduated: **Dec 18, 2021**

- B.S. in **Computational Media**
- **Dean's List**: Fall 2019, Spring 2020, Fall 2020, Spring 2021
- Georgia Tech Video Game Development Club (**VGDev**)

Relevant Coursework

- Intro to Object-Oriented Programming
- Data Structures & Algorithms
- Objects & Design
- Computer Graphics
- Discrete Mathematics
- Linear Algebra
- Media-Device Architecture
- Computer Animation
- Computer Audio
- Multivariable Calculus

Projects

Toyota Inventory Manager   October 2022 - Present

Full Stack Developer   thossain30/InventoryManager (github.com)

- Developing a web application that enables users to add various Toyota 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   Aug 24, 2021 – Jan 2022

Project Lead   thossain30/Death-s-Door (github.com)

- 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   Jan 2020 – April 2020

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**

Skills & Interests

Languages/Frameworks: Java (Working), C/C++, C#, HTML, CSS, JavaScript, MERN Stack, SQL (Basic)
Tools: Github, Microsoft Visual Studio, Visual Studio Code, IntelliJ IDEA, Unity, Blender
Interests: Puns, Anime, 3D modeling, traveling, playing games (current: Valorant, FFXIV), Marvel