ALMIR CHOWDHURY

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EDUCATION:

Syracuse University, College of Engineering and Computer Science   *May 2025*
Bachelor of Science, Computer Science

RELEVANT COURSEWORK & SKILLS:

Intro to Computing(**Python**), Data Structures & Algorithms(**Java**), Principles of Programming Languages(**Haskell**), Systems and Network Programming(**BASH**), Comp Organization & Prog Systems(**C++**), Software Implementation(**Java**), Intro to Virtual Reality, Android Programming, Social Media and Data Mining

WORK EXPERIENCE:

Generative Apparel, Fullstack Custom Apparel Platform, www.generativeapparel.ai   *July 2024 - Present*
- **Founded** and **developed** a custom apparel platform using advanced **generative AI**, facilitating the creation of personalized designs**.**
- **Recruited** and **vetted** two co-founders, fostering a collaborative team environment and aligning on the company's vision and strategy.
- Built a user-friendly **FullStack** website using **React.js**, **Node.js** with **Express.js**, and **MongoDB** with Mongoose ODM, supporting order tracking, and product management.
- Utilized **AWS services,** including **S3** for image storage and **EC2** for backend hosting, while deploying the frontend on **Vercel** for efficient **CI/CD**.
- Integrated **Stripe API** for secure payment processing and **DALL-E API** for AI-powered image generation.
- Implemented **Konva.js** for the apparel customizer and **Imgly** for frontend background removal, enhancing user design flexibility.

COMPUTER SCIENCE APPLICATIONS:

HelloMessenger | Secure Messaging App   *December 2023*
- Won the **Best Security Hack Award** at CuseHacks Hackathon.
- Our team created a secure messaging app using **React-Native, NodeJS,** and **Firebase** with a backend using **Gun** for **decentralized data storage**.
- Worked on the front-end using **React-Native** and **Google authentication** using **Firebase**.

SmartVending Machine FullStack Application(CIS 454 Software Implementation and Design)   *October 2022*
- Led the **Agile development** of a smart vending machine software, utilizing **Java**, **Spring Boot**, **React**, **Axios**, and **Node.js**, ensuring rapid, iterative releases.
- Orchestrated **SCRUM ceremonies** and managed project workflows with **Jira**, driving efficient collaboration and timely delivery of features.
- Developed **class, use case, sequence**, and **activity** diagrams and implemented a fullstack working application.

Cubefield Endless Runner VR Game | Unity, C#   *November 2024*
- **Independently** developed a VR game for the Meta Quest, leveraging **Unity** and **C#** showcasing a dynamic player moving forward through an endlessly **procedurally generated** field of cubes.
- Engineered **collision detection mechanics**, enabling interactive gameplay dynamics and real-time response to player actions.
- Utilized **Unity's physics** and **rendering** capabilities to simulate realistic motion and effects, achieving a compelling visual and interactive experience.

Boring Notch App Enhancement | Swift   *November 2024*
- Customized an **open-source** macOS app by adding a **gradient glowing playbar**, improving its visual appeal and user interface.
- Gained hands-on experience with **Swift** and **macOS development tools** for UI and feature enhancement.

LEADERSHIP:

Arlington Catholic Class President   *January 2019 - May 2021*
- Spearheaded a fundraising initiative that **raised over $1,500** for our high school prom, demonstrating effective project management and fundraising skills.
- Led regular meetings with school administrators and student representatives to discuss and resolve class issues, honing my **leadership and communication skills.**