

# TASNIM SAIDUZZAMAN

347-922-4582

[tasnim.saiduzzaman@gmail.com](mailto:tasnim.saiduzzaman@gmail.com)

[LinkedIn](#)

[Github](#)

[Portfolio](#)

New York, NY

## SKILLS

JavaScript, React, Redux, HTML, CSS, SCSS, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, AWS, PostgreSQL, Webpack, jQuery, Git, Heroku, TDD, OOP, Data Structures and Algorithms

## PROJECTS

### Holocron

[Live Site](#) | [Github](#)

*Facebook clone created using React, Redux, Ruby on Rails, and PSQL*

- Incorporated AWS S3 to implement efficient storage and retrieval of media allowing for users to upload pictures to their profile and alongside posts.
- Optimized backend routes and shape of front-end state to minimize load-time for process-heavy user experience by eager-loading associations, allowing posts and comments to be rendered almost instantly.
- Implemented MVC architecture with Polymorphic model association for likes on posts and comments, reducing the number of required tables by almost 50%.
- Instituted improvement in efficiency and size of API service requests through dynamic caching of users and posts to reduce loading time by 80%.

### TalentShare

[Live Site](#) | [Github](#)

*Social media application for creators focused around art, photography, music, and dance. Build using MERN stack*

- Utilized Mongoose ORM to map results of database queries onto JavaScript objects to be manipulated and returned to the frontend, separating concerns and following MVC best practices.
- Implemented GridFS to create an api for uploading media and storing large files as document chunks in MongoDB, taking away the need for a separate AWS server for media storage.
- Formulated dynamic file upload implementation to concurrently upload and save the results instantly to the users document slice.

### Shoot Your Shot

[Live Site](#) | [Github](#)

*Basketball game where players can shoot a ball into a hoop and compete for a high score. Created using HTML Canvas*

- Developed custom movement, gravity, and collision functions to provide a physics engine that allows for the basketball to realistically and intuitively interact with the backboard and its environment.
- Generated levels dynamically and varied the speed and difficulty of the game as the game continues in order to increase replayability by keeping the game fresh and challenging.
- Decreased graphic rendering lag through the use of HTML5 Canvas and animation frames, resulting in a more realistic gaming experience.

## EXPERIENCE

### Quality Assurance Analyst

*Samsung US - Barbarian, Feb 2019 - Apr 2020*

- Executed manual and automation tests using functional, regression, and smoke testing methods to launch US Newsroom website successfully on time.
- Investigated and determined root cause of issues by reporting defects utilizing JIRA to maintain defects and check defect status.
- Collaborated with Production, Development and QA teams to enhance the website for better usability/user interaction improving project timeline and sprint velocity.
- Built and manipulated web pages for Samsung US Consumer and Business using Adobe Experience Manager (AEM)
- Performed manual and automation testing using Java-Selenium and Appium to assist with unit and validation testing

## EDUCATION

**App Academy** - 1000-hour immersive full-stack web development intensive with <3% acceptance rate (February 2021)

**New York University** - BS - Chemical and Biomolecular Engineering (Fall 2018)

**Bronx High School of Science** - AP Scholar with Honors (Spring 2014)