

Rafayet Hossain

+1 973-556-7443
Queens, NY
hos.sh

in rafayeth
rafayet@hos.sh
rafayet-git

Education

City University of New York - Hunter College

B.A. Computer Science, Minor in Mathematics

GPA: 3.67

Relevant Courses: Software Analysis & Design, Computer Architecture, Operating Systems, Data Communications & Networks, Artificial Intelligence, Calculus, Discrete Mathematics

Honors & Awards: Dean's List (Fall 2023, Fall 2024, Spring 2025), Peter F. Vallone Academic Scholarship

Expected May. 2027

New York, NY

Skills & Certifications

Programming Languages

Libraries & Frameworks

Technologies

Certifications

C/C++, JavaScript, Bash, Python, Node.js, EJS, HTML, CSS, Markdown, $\LaTeX$
React, Express, Supabase, OpenCV, Jekyll, TailwindCSS, Pygame, Pyinstaller
Git/GitHub, Linux, Unix, Make, GCC, QEMU/KVM, Wireshark, Splunk
Codepath Intermediate Cybersecurity (Apr. 2024)
Codepath Advanced Technical Interview Prep (Aug. 2024)

Experience

CUNY Tech Prep

Fellow, Web Development

Aug. 2025 - Present

New York, NY

- Selected for a competitive web development fellowship with students from across the 11 CUNY senior colleges where Fellows create technical projects using tools such as React, Node + Express, and PostgreSQL
- Participate in weekly courses and learn industry best practices for design, implementation, and deployment such as MVC, version control with Git/GitHub, agile & Scrum with Trello and Slack, test driven development, and CI/CD

Jupiter Leo Productions

Web Development Intern

Jul. 2025 - Aug. 2025

Remote

- Collaborated with a team of 3 to develop interactive educational games using HTML, CSS, and JavaScript, resulting in a 35% improvement in course engagement and learning outcomes.
- Updated a financial education platform by adding multimedia content, such as images and interactive elements, to enhance visual engagement and user experience for 100+ users.
- Streamlined content creation workflows by integrating generative AI tools, reducing manual design efforts by 50% and accelerating production time.
- Improved skills in responsive design, accessibility, and collaborative development through designer & educator feedback

Google Software Engineering Program (G-SWEP) via Basta

Participant

Oct. 2024 - Dec. 2024

Remote

- Selected as one of 200 participants for a 10-week program by Google and Project Basta.
- Collaborated with a Google Software Engineer for 10 weeks to receive mentorship to prepare for technical and behavioral interviews.

Projects

Hawks' Highway, HunterHacks | React, Node.js, Supabase, HTML, CSS

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- Participated in HunterHacks Spring '25 with a team of 4, building a full-stack MVP in under 48 hours, while competing among 40+ teams.
- Developed a web-based travel planner that gamifies carbon footprint reduction for commuters using React and Supabase.
- Built a leaderboard and points system to reward and encourage community-driven eco-friendly habits.

Check My Fit, CTP Hacks 2025 | Node.js, Express, EJS, HTML, CSS

[View Site](#)

- Participated in CTP Hacks 2025 with a team of 4, building a full-stack MVP in under 48 hours, while competing among 20+ teams.
- Implemented a web application creating an outfit tracker to help people manage their personal wardrobe.
- Built the user interface using Express and EJS templating, integrating it with a MySQL database to support dynamic outfit tracking and scheduling.

EzRecycle | *React, Node.js, TailwindCSS, HTML, CSS*

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- Created a web-based recycling guide with a team of 4 that simplifies everyday recycling and disposal habits using React.
- Designed interactive components such as resource sections and an interactive quiz, leveraging the Gemini AI API to provide personalized recycling suggestions.

PVD Image Steganography | *C++, OpenCV*

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- Developed an image steganography program in C++ that encodes and decodes text within an image, by manipulating differences in pixel RGB values, while keeping image quality intact.
- Used the OpenCV library for image processing and support for various image formats.
- Implemented custom classes and data structures, including queues, to improve programming encapsulation and efficiency.

PySweeper | *Python, Pygame, PyInstaller, Github Actions*

 [View Source](#)

- Developed a Minesweeper game in Python using the Pygame library, by creating an user interface and handling input events.
- Utilized PyInstaller and Github Actions to automate building executables for Windows, Linux, and macOS operating systems.