Adil Chaudhry Ahmir

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EDUCATION

Royal Holloway University of London

B.S. in Computer Science   *Expected Graduation, July 2026*

- o **Grade:** Achieved 2:1 in 2nd year; on track for 2:1/First overall
- o **Related Coursework:** Object-Oriented Programming, Data Structures & Algorithms, Software Engineering, Databases, Operating Systems, Artificial Intelligence, Web Development, Machine Learning

EXPERIENCE

J.P Morgan Chase & Co

Software Engineering Virtual Experience (Forage)   *2025*

- Completed an online program simulating real-world software engineering tasks.
- Fixed and enhanced existing code to support financial transaction systems.
- Implemented features using Python and Java, while adhering to industry coding standards.
- Gained exposure to Git, code review processes, and collaborative workflows used by J.P. Morgan's engineering teams.

PROJECTS

Live Crypto Tracker (Flask, CoinGecko API, Chart.js)   *July 2025 – Aug 2025*

- Built a live cryptocurrency tracking web application with portfolio management features.
- Implemented Flask backend with dynamic templates, real-time API integration, and responsive UI.
- Designed dashboard with live stats, 7-day Bitcoin chart, and searchable coin listings.

Portfolio Website (HTML, CSS, JavaScript)   *Oct 2024 – Nov 2024*

- Created a personal website to showcase projects and skills, demonstrating front-end development and responsive design.
- Published online: https://adilsportfoliowebsite.netlify.app/

Restaurant Management System (Java, SQL, HTML/CSS/JavaScript)   *Nov 2024 – May 2025*

- Collaborated in a team of 6 to deliver a full-stack restaurant management system for handling menus, orders, and staff dashboards.
- Led the front-end development of waiter and kitchen dashboards, ensuring responsive design and seamless integration with backend services.
- Worked in weekly Agile sprints with a client, gathering requirements, presenting updates, and adapting features to stakeholder feedback.
- Applied software engineering practices including version control (GitLab), unit testing (JUnit), static analysis (Checkstyle, Spotbugs), and coding standards (Google Java Style), achieving >90% test coverage.

Zombie Survival (Python, Pygame)   *Dec 2023 – April 2024*

- Developed a 2D survival shooter with player controls, enemy AI, shooting mechanics, and health systems using Python and Pygame.
- Implemented sprite-sheet animation, collision detection, and physics (gravity, jumping, projectiles) to create an interactive gameplay loop.

SKILLS

Programming: Java, Python, JavaScript, HTML/CSS, SQL, Node.js, React.js, Flask, C,
Tools: IntelliJ, PyCharm, Eclipse, AWS, Git, Bootstrap, Spring Boot, Agile,