**Adil Chaudhry Ahmir**

Adilahmir2904@gmail.com| 07482228428 | LinkedIn: [linkedin.com/in/adil-ahmir](https://linkedin.com/in/adil-ahmir) | GitHub: [github.com/Adil-Ahmir](https://github.com/Adil-Ahmir)

**EDUCATION**

**Royal Holloway University of London**

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

* **Grade:** Achieved 2:1 in 2nd year; on track for 2:1/First overall
* **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,