ADNAN ZAFAR

UNDERGRADUATE CS STUDENT



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PROFILE

High performing software development major eager to do an internship in an innovative organization, where I can apply and add leverage to my area of knowledge, learning new tools and software and improving my communication skills.

SKILLS

- Web Design
 - o HTML
 - o CSS
 - JavaScript
 - Bootstrap
 - o PHP
 - MySQL
 - NodeJS
- Programming
 - o C++
 - C#
 - o JAVA
 - RubyPython
 - Kotlin
- Networking and Database management
 - o MySQL DB
 - MongoDB
 - o Server 2016
- UI/UX Design
 - Adobe XD
 - o Figma

EXPERIENCE

SUMMER INTERN

Xperi - Online Internship for a US based company July 2021 - October 2021

- Strong expertise with Java, Spring, Spring Boot frameworks
- Developed applications in a microservice architecture
- Worked on Tomcat based web services in a Linux environment

INTERN

Aubot - Australia based robotics and Al company

August 2022 - November 2022

- Building reusable code and libraries for future use
- Writing, updating, and maintaining end-user documentation and programs
- Trained in Diango and React

FREELANCER

August 2021 - December 2022

- Developed full stack websites and coded programs using JAVA and C#.
- Performed UI/UX design gigs and user testing, including one for NAB.
- Learnt how to work within the scope of work asked by the client.

SECURITY ADMIN

Australia Open 2023

Data Entry using MS Excel

FRONT OF HOUSE STAFF

Pancake Parlour, Werribee

June 2022 - December 2022

- Receiving walk-in and online reservations and orders
- Learnt how to effectively work in a team doing handovers and improving communication skills by dealing with different people

PROJECTS

CRUISE BOOKING WEBSITE WEB DEVELOPMENT MAY 2021

- Created a website over the course of the first semester on the assigned topic "Cruise booking website" for the unit 'Creating Web Applications' using HTML, CSS, JS, Bootstrap, PHP and MySQL.
- Project Repository: https://github.com/Adnan25z/CruiseBooking

MUSIC PLAYER RUBY PROGRAMMING MAY 2021

- A music player coded in ruby
- Project Repository: https://github.com/Adnan25z/RubyMusicPlayer

CONNECT4 GAME DEVELOPMENT NOVEMBER 2021

- Recreated the Connect4 board game using C# and WPF during the second semester for the unit 'Object Oriented Programming'
- Project Repository: https://github.com/Adnan25z/Connect4WPF

SWINADVENTURE GAME DEVELOPMENT NOVEMBER 2021

- A Command line game in C# with a GUI option using WPF.
- Project Repository: https://github.com/Adnan25z/swinAdventure

QUITCH REDESIGN UI/UX DESIGN NOVEMBER 2021

- Created a prototype during the second semester for the unit 'User-Centred Design' using Adobe XD.
- Project Repository: https://xd.adobe.com/view/f3f42d54-8471-409f-92bf-0c6f7a7544aa-a6a7/screen/9ce4de91-0c9c-40ae-8a1c-2e6741b2a4eb/? fullscreen&hints=off

LIBRARY RESERVATION SYSTEM WEB DEVELOPMENT MAY 2022

- Used industry relevant techniques such as AGILE and SCRUM to complete a project in a team over the course of the semester.
- Project Repository: https://github.com/Adnan25z/Library-Reservation-System

ANDROID APPLICATION ANDROID DEVELOPMENT MAY 2022

- created an android application using google places API and SQLite database
- Project Repository: https://github.com/Adnan25z/kotlinCustomApp

EDUCATION

BACHELOR OF COMPUTER SCIENCE SWINBURNE UNIVERSITY FEBRUARY 2021 - ONGOING

- GPA: 3.8/4.0
- Major: Software Development

CERTIFICATES

- The Complete 2022 Web Dev Bootcamp
 - Dr. Angela Yu (Udemy)
- Intro to Ruby for Game Development
 - John Elder (Udemy)
- 2022 Complete Python Bootcamp
 - Jose Portilla (Udemy)
- Data Structures & Algorithm using C++
 - Ankit Thakran, Harsh Kajla (Udemy)
- CS50's: Introduction to Computer Science
 - CS50 (HarvardX)