



ABOUT ME

A confident and hardworking Computer Science Graduate, who is passionate and determined to become a successful IT professional. I am interested in developing new skills and expanding my knowledge in the field.

I have professional experience in the business and IT sectors. As a result of my work experience as a software engineer, I've acquired hard skills like the ability to gather software requirements, design with creativity, test applications analytically, turn creative software concepts into reality, build web portals and applications, and write clear, well-organised code.

In the business world, I gained a variety of soft skills, like working in a team, communicating with clients, meeting deadlines and goals as a team, managing emails, and designing and printing clothes.

APURVA HINGUL

BSc (Hons) Computer
Science Graduate

CONTACT

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SKILLS

- ✓ COMMUNICATION
- ✓ COMPUTER SKILLS
- ✓ TECHNICAL SUPPORT
- ✓ PROJECT MANAGEMENT
- ✓ PROJECT DELIVERY
- ✓ CREATIVE THINKING
- ✓ TEAMWORK

HOBBIES

- ✓ DESIGNING & DEVELOPING VIDEO GAMES
- ✓ PHOTO EDITING
- ✓ TRAVELLING

EDUCATION

- | | |
|-----------------------|---|
| From: Sep 2020 | Bachelor of Science: BS, Computer Science |
| | Middlesex University – Hendon, London |
| To: Jul 2022 | |
| From: Oct 2018 | HNC, Level 4 in Computing (Mobile Computing), Computer Science |
| To: Mar 2020 | Arden University – Coventry |
| From: Sep 2016 | BTEC Level 3 Extended Diploma, Information Technology |
| To: Aug 2018 | Stanmore College – Stanmore, London |

WORK EXPERIENCE

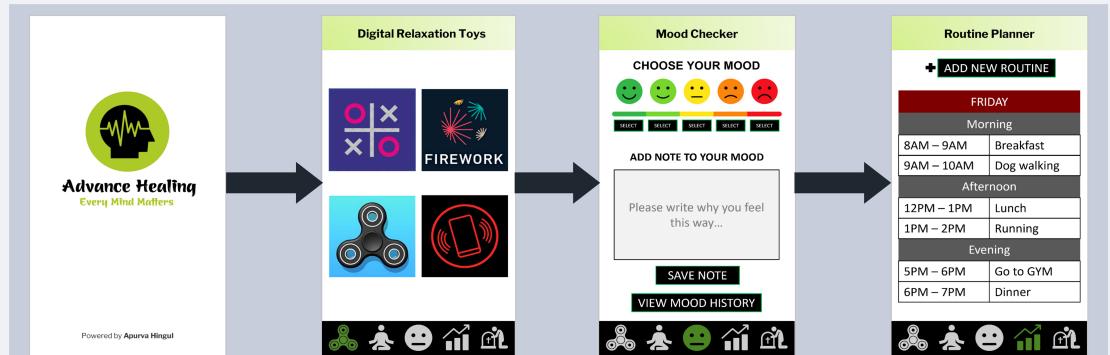
- | | |
|------------------------|---|
| From: Sep 2022 | Sales Assistant / Business Administrator
Art My Tshirt – Forty Avenue, Wembley |
| To: Present | <ul style="list-style-type: none">▪ Overseeing the day-to-day operations of a business▪ Designing and printing garments▪ Customer service and communication▪ Managing emails and calls |
| From: July 2021 | Software Engineer
Vishal.js – Humberstone Lane, Leicester |
| To: Sep 2021 | <ul style="list-style-type: none">▪ Turning creative software concepts into reality▪ Gathering software requirements▪ Design and build web portals and applications▪ Writing clean, well-written code▪ Software testing |



NOTABLE PROJECTS

Undergraduate Dissertation

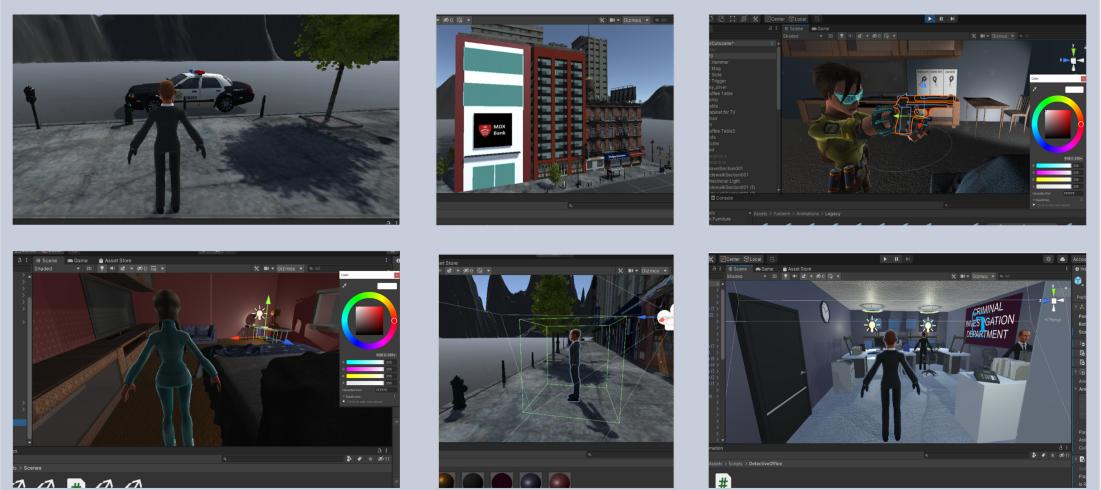
The purpose of my final year university project was to review a number of mental health related studies, for the purpose of finding the effectiveness of using mental health apps and whether it can replace face to face counselling. Therefore, I proposed/created 'Advance Healing' application which consolidates everything in one place/ application and implements most of the features from the existing market but also adds some features that are missing. E.g., encouraging social interaction, improve self-confidence, create a daily routine, and coping with scary thoughts and grief.



I created this mental health application by using **Java** and **Android Studio**. I created the mock designs using Photoshop and Figma. The project has followed the process of the following phases such as background, requirements, **UML diagrams**, design, implementation, testing, and evaluation. The results of testing and evaluation shows that 72.73% of the users 'Somewhat' agreed to have found the application helpful in coping with stress and the second highest answer was 'Definitely yes' with 18.18% voting. Based on the results, I can conclude that this project was successful.

GTA Style Detective Video Game (3D)

The concept was to create a 3D detective game because there are not many 3D detective games out there other than a popular game called 'L.A.Noire' made by 'Rockstar Games'. So, I thought of nice 3D simulation game with dark environment where the detective is suited and is investigating a murder. I used **Unity** to design and build the game, I used **C#** and pre-built assets from the asset store. In short, the story is that the detective gets a call from a witness and the detective searches the victim's house by the car to roam around the city. You can use press keys to control the camera/character and picking up objects and car movement. The game does not involve gun shooting or violence but more about gathering clues to find the killer. Although there is a shooting animation towards the end but nothing more. This game is more story-oriented and with a great focus on animations and scene transitions. So, first there will be a Menu which play and quit button. We are transferred to different scenes after each check point to continue the story.



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PORTFOLIO

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TECHNICAL SKILLS

- ✓ Microsoft Outlook
- ✓ Visual Basic
- ✓ Unity
- ✓ Adobe Photoshop
- ✓ Git
- ✓ Android Studio
- ✓ HTML
- ✓ CSS
- ✓ C#
- ✓ Java
- ✓ Microsoft Office
- ✓ Troubleshooting
- ✓ Software Testing
- ✓ Hardware
- ✓ Figma
- ✓ Microsoft Project

REFERENCES

- ✓ References available upon request. Please contact me via e-mail or phone.



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NOTABLE PROJECTS

Hybrid Android (Mobile) Applications

The purpose of this project was to convert the commercial sites into an application. The concept was to use the URL of the website to convert the website into a convertible app view. I used **Java** and **Android Studio**. In addition, the requirement was to add extra features such as a splash screen/intro screen for a few seconds, welcome message, and a contact number button at the bottom left of the screen.

The app must also show an error message if the Wi-Fi or mobile data is off so that the application looks professional and not just a website with app layout. This project was a success because I was able to tick all the requirements, most of my apps were in Google Play under my name but due to the change of Google Play application policies, they have been temporarily removed but my apps are available upon request. I have made one for my school 'Ark Elvin Academy', two apps for the commercial businesses 'Art My Tshirt' and 'Events Cartel'.



ARK Elvin Academy

1.0 for Android

Apurva Hingul



AMT

3.0 for Android

Apurva Hingul



Events Cartel

3.0 for Android

Apurva Hingul

Stanmore Fast Pizza Program

The purpose of this project was to create a pizza program so that customers can order using the software. The concept of the program was to allow the company to get the customer record and order details, which later gets sent to the kitchen staff. There are two forms in this program, the first one is for selecting items for the order, and the second one is to print, view or make changes to the order. I used **Visual basic** to create this program.

The screenshot shows the Stanmore Fast Pizza software interface. On the left, the main window displays a form for selecting pizza items and sizes. It includes fields for Name (Apurva), Address (Wembley), and a date/time stamp (15/09/2022 00:37:35). A section titled 'Types Of Pizza' lists 'Pizza Margherita = £7.60' and 'Luscious Vegetarian Delight = £8.50'. Below this are dropdown menus for 'Add To Items / Price' and 'Add To Sizes / Price'. The 'Items' section shows 'Pizza Margherita' and 'Luscious Cola Drink' selected. The 'Pizza Size' section shows 'Regular Size selected!' and 'Large Size selected!'. The 'Price' section shows £7.60, £3.99, and £1.85. At the bottom are buttons for 'Discount', 'Reset', 'Print Receipt', and 'Exit'. An arrow points from this window to a print preview dialog on the right. The print preview dialog shows a receipt with the same order details: 'Items: Pizza Margherita Luscious Cola Drink', 'Pizza Size: Regular Size selected! Large Size selected!', 'Price: £7.60 £3.99 £1.85', and 'Previous Price: 13.44 Total: 10.752'. The print dialog includes options for 'Print' (HP ePrint + JetAdvant), 'Destination' (All), 'Pages' (All), 'Copies' (1), 'Layout' (Landscape), 'Colour' (Colour), and 'More settings'.