



Bishar Ibrahim

IT Consultant
bisharibrahim.com

An Honours Computing graduate and “RobotChallenge” participant, with 6 months’ experience working as a Front & Back-End developer, maintaining user data and handling webpages for cross-platform compatibility.

KEY SKILLS

- Java
- JavaScript (REACT)
- Data Analysis & Management
- Python/SQL

FDM TRAINING

Java Development Training Program, Sydney
Aug 2022 – Nov 2022

- Professional Skills
- SQL
- UNIX
- OOD Java (4 weeks)
- Database Access in Java (JDBC, JPA/Hibernate)
- Web Development in Java (Servlets, JSPs)
- Spring Framework
- Agile Project Management
- Group software development project

EDUCATION

BSc Hons in Computing Science
University of Technology, Sydney
Mar 2014 – May 2019

Subjects included: Computational theory, Linear Dynamical Systems, Data Structures and Algorithms, Applications Programming, Networking, Security.

AWARDS

- International Computer Driving Licence (ICDL).

INTERESTS & ACTIVITIES

Volunteering – Achieved over 60 hours of community service hours awarded by the ACT program.

Interests – Graphics Design, Game Design, Cinematography.

Sports – Archery, Football, Basketball.

EXPERIENCE

Front & Back-End Developer

Bij Startups

Nov 2021 – Apr 2022

Created and maintained a prototype website.

- Developed multiple webpage designs that change depending on the user’s role, which allowed users to access only what they need, increasing company efficiency.
- Managed user data to reduce redundant data, enhancing data integrity, and independence.
- Handled webpages with a mobile-first design with cross-platform compatibility.

Project: Chatbot Development

Honours Project, University of Technology

Feb 2021 – Dec 2021

Developed chatbot for young individuals that need support.

- Created safer environment for children experiencing dark thoughts.
- Implemented Data Processing, Data and Sentiment Analysis.

Project: Game Design

University of Technology

Feb 2021 – Nov 2021

Recreated popular video game franchise ‘Pac-Man’.

- Developed game scripts/designs and animations to complete a functional prototype of Pac-Man.

Project: Data Structures and Algorithms

University of Technology

Jul 2019 – Nov 2019

Deployed Supervised Machine Learning algorithms to large-scale database.

- Achieved 92% accuracy when implementing the Machine Learning algorithms to a database containing 100,000 users.

Project: International Robot Challenge

Vienna, Austria

Jun 2016 – May 2017

Managed a team of 20 students to enter Europe’s largest competition for autonomous robots.

- Achieved placement in the 2016 Robot Challenge held in Vienna, Austria.
- First student to introduce and implement a STEM club during high school that.