

Hamza Khan

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Software Developer with strong knowledge of front-end and back-end development. Equipped with an aptitude for design, problem-solving, and several certifications in programming.

Projects

Online Web Portfolio

Sept 2023 - Present

- Created a modern online web portfolio using HTML & CSS to showcase various software projects.
- Improved website responsiveness with efficient coding & media queries allowing display on android devices.
- Utilized Google Analytics & Microsoft Clarity to enhance website UI/UX, enriching users with a better experience.

Full-Scale Solo Games Project

2022 - 2023

- Created a fully functional 3D RPG style game with procedural dungeon generation using C# in Unity.
- Implemented animated enemies with intelligent AI to track the player character using EnemyAI scripts.
- Constructed a complex questing system with object-oriented programming.

Android App Development

2018 - 2021

- Created a unique quiz application with an Java based front end and a database SQL backend.
- Developed user stories, designed the user interface, coded the solution and tested its effectiveness.
- Learned how CIS controls are used as practices to secure a wide range of systems.

Immersive Labs Cybersecurity

2018 - 2021

- Improved understanding in Cyber Security by taking the role of an adversary to exploit vulnerabilities.
- Gained a basic understanding of the MITRE ATT&CK framework and threat mitigation.
- Learned how CIS controls are used as practices to secure a wide range of systems.

Finch AI Robot Programming

2018 - 2021

- Programmed the robot in Java to move in specific patterns, creating a dance routine.
- Created flowcharts and pseudocode to assist in the planning of the code structure.
- Devised a solution to a given task using the rapid application development methodology.

Education

FreeCodeCamp

Sept 2023 - Present

HTML, CSS & Javascript certifications

- Responsive web design & JavaScript Algorithms and Data Structures

Brunel University

2022 - 2023

MA Digital Games: Theory & Design

- Game development & Unity Engine

Brunel University

2018 - 2021

Computer Science BSc: Second Class Honours

- Data and Information, Cyber Security, Algorithms and their Applications, Artificial Intelligence, Software Project Management

Skills

Technical

C#, Java, SQL, HTML, CSS, JavaScript, Unity, Git

Design

Canva, Storyboard, Pixlr, Adobe Aftereffects, Photoshop