

# Hamsa Muse

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## EDUCATION

**Bachelor of LLB (Law)** 09/2020 – 01/2024  
Warwick University  
Degree Classification: Upper Second Class (2:1)

**Vice President of Warwick Entrepreneurs Society**

- Built partnerships with local businesses and national sponsors to secure funding and resources, **increasing the society's budget by 33.5%**.

**A Level** 09/2017 – 08/2020  
Bishopshalt School  
Subjects: Math-A\* Law -A History-B

- **One of Five** in my cohort awarded the John Miles award for high Academic and Leadership achievements

## PROFESSIONAL EXPERIENCE

**Trainee Software Engineer** 07/2024 – 10/2024  
School of Code

- **Full-Stack Development:** Designed and built applications using HTML, CSS, JavaScript, React.js, Express.js, PostgreSQL, and OAuth for secure payment processing and user authentication.
- **Responsive Design & Accessibility:** Developed user interfaces with a focus on accessibility, applying UI/UX principles and conducting usability testing for a user-centered experience.
- **CI/CD & DevOps:** Implemented CI/CD pipelines using GitHub Actions and Docker, automating deployments for multi-environment applications and ensuring efficient production workflows.
- **Test-Driven Development (TDD):** Applied TDD using Vitest for unit testing and Playwright for end-to-end testing, improving code quality and reducing bugs.
- **Agile & Collaborative Development:** Worked in Agile teams using Git version control and TypeScript for front-end codebases, enhancing collaboration and reducing errors.
- **Hackathons & Challenges:** Participated in weekly hackathons, strengthening problem-solving skills under time pressure and improving teamwork through collaboration with diverse teammates.
- **Presentations & Communication:** Regularly presented technical work, enhancing the ability to clearly communicate complex ideas to both technical and non-technical audiences.
- **MVP & Ticket-Based Development:** Used MVP approaches and ticket-based task management to prioritise features, break down tasks, and deliver valuable, iterative software solutions.

**A Level / GCSE Mathematics Tutor** 09/2020 – 02/2022  
West London Somaliland Community

- Developed strong **communication skills** by tailoring my teaching approach for GCSE and A-Level students, effectively explaining complex concepts to diverse learners and liaising with parents.
- Achieved **30% of students reaching grade A/A\*** and **80% improving by at least one grade**, demonstrating my ability to drive results and adapt to different needs.
- Enhanced my **problem-solving** and **collaboration** skills, essential for software engineering, by breaking down technical problems and working effectively with diverse teams.

## START UP

**PlayPal** 📄

- An application that helps individuals, especially newcomers, easily find and connect with others interested in playing football. Instead of the challenge of building relationships and finding people to play with, this app simplifies the process by providing a platform to express your interest in joining a game.
- It acts as a bridge between like-minded people, making it easier to organise and enjoy a fun, healthy football session. Whether you're new to the area or just looking for players, this app helps you connect with others who share the same passion.

**Tech Stack:**

**Next.js** for building the app's dynamic, fast frontend.  
**Supabase** for seamless authentication, real-time data, and backend support.

## PROJECTS

**2048 Game Clone** 📄

- Developed a fully functional clone of the 2048 game with core mechanics, including merging tiles, real-time score updates, move detection, and a final score display upon game over.

**Tech Stack:**

**Pygame** used for graphical rendering  
**Python** for game logic and functionality.

## SKILLS

**Languages:**

HTML, CSS, JavaScript, Python, TypeScript, C

**Frameworks/Libraries:**

Node.js, Express.js, React.js, Next.js, Pygame, Vitest, Playwright

**Tools and Practices:**

AWS, CI/CD, RESTful APIs, Unit testing, Git, Docker, Agile methodology, OAuth

## HACKATHONS

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### Hackathon Party (October 2024)

- Task was to create an application that was socially beneficial.
- I came up with the idea, which was an **AI-powered mindful mental health app** which got us **2nd place**.
- I had two roles, **Project Manager and developer** ensuring all our deliverables were met by the second day of the hackathon.

### SandboxAQ (November/Dec 2024)

- Task was to use **quantum computing** to create an application that advances one of the UN's sustainable goals.
- My team created **Sky Safe**, an innovative web app designed to **track and visualise space debris** in real-time, raising awareness about orbital debris and its impact on satellite safety and space missions.
- **My pitch to Sandbox got us 2nd place.**