

FRAAZ KAGZI

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Education

Queen Mary, University of London

Sep. 2020 – Jul 2024

BSc (Hons), Computer Science. [2:1]

London, UK

Relevant modules: Software Engineering, Security Engineering, OOP, Algorithms and Data Structures, Database Systems.

Clitheroe Royal Grammar School, Sixth Form

Sep. 2018 - 2020

A-Levels: Mathematics, Further Mathematics, Computer Science

Clitheroe, UK

Technical Skills

Languages: C#, Java, Python, HTML5, CSS, JavaScript, SQL, MIPS Assembly

Libraries/Frameworks: .NET, JUnit, Spring, Django, Pandas, Matplotlib, Bootstrap, React, jQuery, Node.js

Developer Tools: Git, Unity, Visual Studio Code, IntelliJ IDEA, PyCharm, Google Firebase MySQL Workbench

Projects

MenT - Mentor Matching App

Jan. 2023 – May 2023

- Developed a React-based mentorship platform collaboratively for FDM Group, improving user experience and mentor-mentee matching accuracy.
- Designed and implemented an algorithm for automated mentor-mentee pairing, reducing manual efforts and improving efficiency.
- Integrated Google Firebase for user authentication, real-time chat, and cloud-based data storage.
- Built an admin dashboard, optimising mentorship management and reducing administrative workload by 30%.

Mock Trading App

Mar. 2021 – May. 2021

- Developed a Java-based stock trading simulation app with real-time stock data from Yahoo Finance API.
- Implemented digital wallet management features, enabling users to track transactions and portfolio performance.
- Applied robust error handling & JUnit testing, achieving 95% code coverage and ensuring smooth functionality.

Project Theseus - Procedurally Generated Maze Game

Aug. 2019 – Mar. 2020

- Created an arcade-style 3D maze game using Unity and C# as part of A-Level coursework.
- Developed a scalable maze generation algorithm designed to provide increasingly challenging levels, ensuring replayability and varied player experiences.

Experience

T.J.Morris Ltd

Jul. 2024 - Present

Stock Assistant

Blackburn, UK

- Collaborated with management to streamline inventory processes, ensuring product availability and precise stock control.
- Engaged with customers to gather actionable feedback, influencing store layout improvements and product prioritisation.
- Analysed stock trends to anticipate high demand periods, enabling proactive resource allocation and improved efficiency.

Park Computer Ltd

May. 2019 - June. 2019

Support Technician

Blackburn, UK

- Diagnosed and repaired 30+ computer systems, improving operational performance and reducing turnaround time by 20%.
- Provided technical support to clients, enhancing satisfaction and system efficiency.

Extracurricular

Accenture Virtual Internship Experience

Jan. 2023 – Apr 2023

- Improved problem-solving and debugging skills through coding challenges, ensuring the creation of secure and efficient software solutions by applying structured problem-solving techniques and security best practices.
- Gained a solid understanding of the Software Development Life Cycle (SDLC), with hands-on experience in design, development, and testing phases by working on real-world scenarios and applications.

Bright Network Virtual Internship Experience

Jun. 2021 – Jun 2021

- Participated in panel discussions on software development, data analysis, and cybersecurity, gaining valuable insights into industry trends and best practices to deepen knowledge of the tech industry.