Imran Zafar

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I am a diligent and dependable second year Computer Science student at the University of Dundee. Through my degree, I have become proficient in C, C++, Python and Java, utilizing them in numerous projects. Developed skills like Problem Solving, Teamwork and Communication. I am looking to get into the Games Industry as a Mechanics or Engine Developer to further my own skills and pursue my passion.

Technical Skills

- **Languages -** C/C++/C#/Java/Python/HTML/CSS/Bash
- **Frameworks/Tools -** Bootstrap 5/Cisco/Figma/Raspberry Pi/Arduino
- **Methodologies -** Object-Oriented Programming/Procedural Programming

Education

University of Dundee
Bs Computer Science with Industrial Placement
September 2024 - Present

- Relevant Modules: Multiparadigm Programming, Machine Learning and AI, Networks and Embedded Systems, Front End Web Development, Data Structures and Algorithms
- Expected Graduation Date: June 2029

Projects

Scrabble
Skills: Java
This was a project tasking us to create Scrabble in the terminal. It contained features such as a scoreboard, saving and multiplayer. This required me to not only make efficient use of Data Structures but also implement file handling.

Escape Room Puzzle
Skills: Python/Raspberry Pi
I created an interactive puzzle that took in user inputs in order to win. It was designed to integrate the use of an RFID Tag and the puzzle was created using a Pico 2. This allowed me to gain proficiency in Embedded Systems.

Cats Blood Website
Skills: HTML/CSS/Bootstrap
I created a website based on a fictional card game. It was designed to be hosted on Github Pages and make use of the Bootstrap framework. Through this I gained experience in front end development to create visually appealing websites and user experiences.

Transferable Skills

Teamwork - Created a Social Media Network in Java using Swing as part of a team project. Tasks were divided between us, my part focusing on implementing the Data Structures and File Handling. I discussed with teammates to find the most optimal solutions to ensure our program was efficient for all tasks.

Problem Solving - Tested different versions of solutions to solve issues in programs to ensure they ran as designed

Time Management - Often work with deadlines and ensured work was scheduled to have tasks completed with time to test and to improve the work.

Additional/Interests

- **Student Representative for Second Year Computing -** Collaborated with fellow students and lecturers to help enhance and improve our learning experience
- **Interests in Console Modifications -** Have applied Software and Hardware modification to devices I own which enrich my understanding of these systems and applications to develop on them
- **Attended Indie Game festivals -** Connections with other developers and have a deep understanding of the Game Industry

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Work Experience

- **McDonald's Crew Member -** Worked under time pressure and developed teamwork skills

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References are available on request.