Hamza Khokhar

BSc Computer Science

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Projects

Social Media Platform with Machine Learning algorithm.

Technologies used: React, JavaScript, Node, MySQL, Python, Git.

- I developed a Social Media Platform tailored to games.
- Used an API to access a database of games and displayed these responsively using React.
- Used Node.js for the backend code.
- Used Python for the Machine Learning code and used Git for version control.

Recipe Generator App and Website.

Technologies used: JavaScript, Google Firebase, Android Studio.

- Lead a team to develop an App to generate recipe ideas.
- Used AI to provide personal recipes based on ingredients the user had.
- Used Git for source control to allow simultaneous teamwork.
- Used Android Studio to develop the UI for the Android App and JavaScript for the functionality.

IOS map App

Technologies used: Swift, Git, IOS, MacOS.

- Developed an IOS App using Swift to recommend landmarks near users' live location and displayed them onto a live map.
- Used Git for version control and used an API to retrieve the data.

Convolution Neural Network

Technologies used: Python, PyTorch, TensorFlow.

- Developed a CNN for image classification.
- Used the Fashion MNIST dataset to train and test my AI.
- Achieved a high accuracy of 95% and learnt transferrable skills to use in any Neural Network.

Education

Computer Science Bachelor's degree (Honours) - University of Liverpool (2021-2024).

Expected First-Class degree graduating in 2024.
Modules include Software Engineering 93%, Autonomous Mobile Robotics 85%, App Development 90%

A Level – Loreto Sixth Form (2019-2021).

Maths, Physics, Computer Science (Results: BBB)

GCSEs – Abraham Moss Community School (2014-2019).

Grade 8 in: Maths, Physics, Computer Science, Biology, Chemistry. Grade 7 in Urdu. Grade 6 in English Language and Literature. Grade 5 in Religious Studies.

Experience

Intern – Basra Imran Studios

I worked as an intern where I helped develop an EPOS system for the client (using Java), as well as developing a website using React, Node.js and SQL. This involved me regularly meeting with the business owner to ensure my program met the needs of the client.

Quality Assurance – vTime Ltd

I worked at vTime with their QA team for their VR game using the Oculus Quest. I conducted Usability and Compatibility Testing. I collaborated with the development team to reproduce and document reported issues. I received recognition for exceptional attention to detail and communication skills.