

# MOHAMED IRFAN ARSHAD

Full Stack Developer | Computer Science Degree (Bsc)



07849917807



irfanarshad.tech@outlook.com



[My GitHub](#)  
[My Portfolio Website](#)



Birmingham, West Midlands

## PROFESSION SUMMARY

Results-driven Computer Science graduate with hands-on experience in building software, games, and web platforms. Adept in full-stack development, UI/UX design, and working with modern frameworks like ASP.NET Core, Unity, and Android Studio. Thrives in collaborative Agile environments with a strong foundation in MVC architecture and database-driven systems.

## PROGRAMMING LANGUAGES

- Java
- PHP
- SQL
- C#
- HTML5
- CSS3
- JavaScript

## TECH STACK

- Android Studio
- React
- TFS
- IIS
- Angular
- Visual Studio
- Bootstrap
- Git
- Unity
- .NET Core

## DATABASES

- MS SQL Server
- MySQL
- SQLite
- MS Azure

## CERTIFICATIONS

- MS Certified: Azure Fundamentals
- Clean Architecture .NET Core
- ILM L5: Leadership and Management
- DevOps Culture & Methodologies
- QSIR Practitioner

## WORK EXPERIENCE

### Systems and Application Developer

#### The Royal Orthopaedic Hospital - NHS | 2024 - Present

- Designed and developed secure internal systems for internal teams at ROH, using ASP.NET Core 8 and Entity Framework.
- Followed the MVC pattern to structure models, views, and controllers, improving code maintainability and modularity.
- Used TFS for version control and team collaboration.

**Technologies Used: C#, HTML, CSS, Js, MS SQL, TFS, .NET Core**

## PAST PROJECTS

### Results Management System | Bham Badminton League

Developed a 'Results Management System' for the birmingham badminton league. The Project was developed in an Agile environment. This system seamlessly integrates an online user interface with an excel-based master scoresheet used to record scores, utilising PHP algorithms for winner determination and pushing/storing data into a MySQL database.

**Technologies Used: PHP, SQL, HTML, CSS, JavaScript, VS Code**

### In The Shadows | Horror Game

Developed a survival/horror game, guiding players through a suspenseful journey, requiring clue collection and danger avoidance. carried out planning, design, and development. The final product achieved a visually clean and simple design, providing a thrilling experience. This project expanded my skillset within the Unity Engine, UI/UX design and game development.

**Technologies Used: Unity Game Engine, C#, VS Code**

### HotSpots | Mobile App

Developed the 'HotSpots' app which enables users to save and mark locations on an interactive map, ensuring they never forget a special spot. The app also allows users to filter data, utilise external API's (Places Auto-fill API, Maps API), while using persistent storage via an SQLite database. Enhancing my proficiency in Android Studio, Java, API integration and UI/UX design.

**Technologies Used: Android Studio, API Integration, SQLite, Java**

## EDUCATION

### Aston University | 2018-2023

Bachelor of Computer Science  
Upper Class Honors

## KEY UNIVERSITY MODULES

Game Development	- 88.8%
Internet Applications and Techniques	- 81.5%
Programming Language Concepts	- 73.64%
Information Security	- 71.25%