

# MOHAMED IRFAN ARSHAD

Software/Web Developer

## About Me

Driven computer science graduate with a passion for problem-solving and innovation. With hands-on experience in programming projects and web/app development, I've developed a keen eye for detail and a strong work ethic. I thrive on challenges that require both technical acumen and creative thinking. I am enthusiastic about leveraging my diverse skill set to excel in roles that demand adaptability and a collaborative mindset.



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

## PROGRAMMING LANGUAGES

- JAVA
- PHP
- SQL
- C#
- HTML
- CSS
- JavaScript

## SOFT SKILLS

- Problem-Solving
- Creativity
- Adaptability
- Communication

## TECHNICAL SKILLS

- Visual Studio
- Bootstrap
- React
- Android Studio
- Unity
- Git

## EXPERIENCE

### Digital Operations Specialist

#### Racketline | 2021 - 2022

Took charge of the online platform by optimising data, refreshing product listings, and updating the online webpage via an e-commerce site managing platform. Skillfully balanced in-store demands with meticulous online content management. Acquired proficiency in UI/UX design and utilising the VScommerce platform.

## 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

Bachelor of Computer Science

Upper Class Honors

2018-2023

## KEY UNIVERSITY MODULES

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