# Jahan Ulhaque

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## Education

### *University of Liverpool: BSc in Computer Science with Placement year*                                      *2017 – 2021*
- **84% aggregate** in second year. Predicted **1st class degree**.
- Third Year Thesis – **Website visualization of pathfinding and sorting algorithms.**
- Object-Oriented Programming **95%,** Python Programming **94%,** Advanced AI **94%,** App Development **90%,** Software Engineering **87%,** Algorithms and Data Structures **85%,** Applied Database Management **84%,** Group Software Project **75%.**
- For the group project, I was the lead frontend developer in creating a recipe finding app in *React Native*, allowing users to enter leftover ingredients to find recipes in ranking order of how much they correlated.

### *KGV & Bury College: Software Development*                                      *2015 – 2017*
- BTEC: **D*D*D*** – 168 UCAS points.
- **Highest marks** within the year.

## Internships and freelance projects

### *Village Software – Software Developer Intern*                                      *September 2019 – Present*
- For the organisation *Disclosure Services*, who are one of the industry leading providers in background checks. My small team are implementing the feature of allowing organisations to manage and perform checks on their employees, amongst many others.
- Communicating and handling queries from the client and the staff members of *Disclosure Services*. – *.NET (C#), Angular & MySQL.*
- For the restaurant franchise *Yo Sushi,* I am improving their current billing system by resolving several bugs and issues, such as the feature which allows employees to scan the bowl colour that is correlated to a food item, providing the organisation a vast amount of data on food sales. – *.NET (C#), Networking, Servers & Embedded Hardware.*

### *Boutique – Lead Android Developer*                                      *May 2019 - Present*
- Solely created the Android app for a start-up company that aims to make a platform for bespoke creators to promote and sell their services and goods - **Kotlin.**

### *University of Liverpool – iOS App Developer contract*                                      *May 2019 – September 2019*
- Finished off development of a poetry app. Resolving several bugs as well as a user interface/user experience redesign. Implemented new features such as AR. – *Swift.*

### *Hour Blocks – Android App*                                      *May 2019 - August 2019*
- Recreated the iOS App *Hour Blocks*. – **Flutter.**
- iOS: Featured as part of **Apple's "App of the day", "New apps we love"** on the App Store and by **TechRadar's best iPhone apps in 2019.**
- Combined total **downloads of 20,000** and an **average rating of 4.5/5.0.**

## Hackathons & Extracurricular

- *2019 - International Collegiate Programming Contest* – In a team of 3 we had to solve 13 coding problems within 5 hours. Competed against 200 University teams across the UK, ranking **70/200.** – **Java.**
- *2019 - IBM AI Challenge* (June – August 2019) – **1st place out of 7** other teams. I was the lead developer of a team of 3, we developed an interactive storytelling app for the visually impaired, implementing text to voice and voice to text recognition. The event was co-hosted by the University of Liverpool Business Management school. – **Flutter.**
- *2018 - Liverpool Health Hackathon* (May - 2018) – Attended a two-day hackathon where we aimed to develop an app for the elderly and those with epilepsy, to help detect and alarm significant others if they have fallen. I designed the whole user interface for the mobile application, we also started testing the fall detection mechanism from the mobile device's accelerometers and gyroscopes. - **React Native.**

## Personal Projects

- Implemented **AI Deep Reinforcement learning algorithm** for a snake game that I created for the web. – **JavaScript, HTML, CSS.**
- Created an **AI Deep Reinforcement learning model** that can play classic Atari games using the OpenAI Gym environment. – **Python.**
- Built a **Machine learning** classifier to predict how authentic a banknote is. – **Python.**
- Co-developed, designed and animated a mobile action fighting game. – **Unity 2D (C#), Photoshop.**
- Created an electronic point of sales (EPOS) software focused on food franchises. – **Java, JSON & MySQL.**

## Technical Skills

- **Backend:** Java, Python, .NET Core (C#), SQL.
- **Frontend**: Angular (TypeScript), JavaScript, HTML, CSS.
- **Mobile:** Native iOS & Android (Swift & Kotlin), Flutter (Dart), React-Native (JavaScript).
- **Tools:** Git, JUnit, Azure DevOps.
- **Machine Learning (and Deep Learning):** NumPy, TensorFlow, Scikit-learn, Keras.

## About Me

- **Liverpool Student Ambassador** for the University - Promoting the university and organising Open Days with over 13,000 guests and leading tours focused on studying Computer Science at the university.
- Hobbies: Technology, Gaming, Reading, Chess, Astronomy, Climbing, Gym & Fitness. Also, a part of the University of Liverpool Cycling, Computer Science, Entrepreneur & Robotics society.