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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%,** Algorithms and Data Structures **85%,** Group software project **75%.**
- For the group project, I was the lead frontend developer in creating a recipe finding app In *React Native*, containing over 20K stored recipes, allowing users to enter leftover ingredients and find recipes in ranking order of how much they had in common.

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. The small team which I am a part of will be implementing the feature of allowing organizations to perform checks on their employees amongst many others.
- also dealing with communication and queries with the client and the staff members of disclosure services. - **.NET (C#), Angular & MySQL.**
- For the restaurant franchise *Yo Sushi,* I will be working on improving the current billing system, by fixing several bugs and issues with the current system and implementing a feature which allows employees to scan the bowl which is correlated to a food item, providing the organisation a vast amount of data on food items and 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
- Finishing of development of a poetry app. Fixing several bugs as well as a UI/UX 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 "New Apps We Love"** on the App Store and by **TechRadar's best iPhone apps in 2019.**
- Combined total **downloads of 17,000** and an **average rating of 4.5/5.0.**

Hackathons & Extracurricular

- *2019 - International Collegiate Programming Contest* – Within 5 hours we had to solve 13 coding problems. In a team of 3 we competed against 200 University teams across the UK, ranking **75/200**. - **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 on where aimed to develop an app for elders 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 and we also started testing the fall detection from the 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.**

Technological Skills And Abilities

- 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, CNTK and other such libraries.

About Me

- **Liverpool Student Ambassador** for the University - Promoting the university and organizing Open Days with over 13000 guests and showing tours focused on studying Computer Science at the university.
- Technology, Gaming, Reading, Chess, Astronomy, Climbing, Gym & Fitness. Also, a part of the University of Liverpool Cycling, Computer Science, Entrepreneur & Robotics society.