SHARIF AHMED

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SOFTWARE DEVELOPER

ANALYTICAL · FORWARD-THINKING · DRIVEN

Design-focused young professional entrenched in learning and growing skill sets in arenas of technical development and **software development engineering**. Quick-learning academic achiever offering crucial abilities to learn and execute new skills in short amounts of time. **Over two years' experience building and designing in Python.**

AWARD-WINNING ELECTRICAL ENGINEERING COMPETITOR
- Skills USA

Areas of Knowledge and Training:

Front End: JavaScript | jQuery | Tailwind | CSS | HTML

Back End: Postgres | Laravel | PHP | SQL | NoSQL | Python | Java

Other: Bash | GIT | VIM

EDUCATION & TRAINING

Hardin-Simmons University   Abilene, TX

Bachelor of Science in Computer Science   May 2024

SOLOLEARN Certifications:

Java – January 2021   **Python 3** – November 2019

PROJECT HIGHLIGHTS

Privately performed and learned competencies via game and AI-focused computer engineering projects. Actively growing in and outside of academia.

Project:	*Motion Detection Security Program*
Outcome:	Automated digital cameras to recognize specified body part movement and execute commands to activate recording software upon recognition.
Project:	*Full Website Design*
Outcome:	Built complete website highlighting abilities incorporating HTML, JavaScript, and CSS for the front end, with SQL, PHP for the back end.
Project:	*Artificial Intelligence Voice Assistant*
Outcome:	Imported numerous features for **voice response** including integrating Wikipedia, WolfamAlpha weather, and subprocess commands for restart and shutdown.

EXPERIENCE

Hardin-Simmons University   Abilene, TX

Student – Full Time   August 2020 – Present

Notable Coursework:

Networking - Obtain a comprehensive view of how computers are connected and how they achieve communication. Topics include wireless networks, physical connections, local area networks, and the protocols that enable the Internet. Students will also learn networking terminology and will study a variety of networking applications.

Web Technologies I & II - Became proficient in creating content for the web using a variety of client-side technologies including xHTML, CSS, and JavaScript. Emphasis is placed on achieving dynamic behavior using widely adopted languages and standards. Learn and apply a variety of methods for creating and maintaining websites that make extensive use of dynamic content on the server side.

Computer Data Structures - Study of lists, trees, and other data structure concepts; algorithms for manipulating data structures; use of data structures in computer data organization and programming languages.

Database Systems - Learn concepts and definitions foundational to modern database systems. Topics include the relational model, SQL, E-R modeling, and normalization. Concepts of database design and practice will be implemented using a modern database management system.

User-Interface / User-Experience (UI/UX) - Study of the design and implementation of the user-interface/user-experience. The course has present fundamentals of usability and human factors in application design. Have use this knowledge to build applications to understand the user-interface and entire user-experience.