

Mohammed Mahmood

BSc Computer Science
Graduate

CONTACT

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TECHNICAL SKILLS

Programming:

Java, C#, XML, HTML, CSS,
JavaScript, React, Node.js, SQL,
Python, Junit, Cucumber, .NET
Core.

Tools:

Android Studio, IntelliJ, Eclipse,
Unity3D, Blender, Godot,
Microsoft Office, Git.

Others:

Agile, Waterfall, TDD, BDD, Unit
Testing, Usability Testing, UX
Design, MVC, MVVM, Linux.

INTERESTS

Anime, Badminton, Basketball,
Design, Gym, Technology, Travel,
Video Games.

Societies:

Japanese Anime Manga Society,
Korean Society, Mathematics
Society, Taekwondo Club,
Volleyball Club.

LANGUAGES

Fluent English
Business level Bengali
Conversational Japanese

REFERENCES

Available on request

PERSONAL STATEMENT

I am a highly competent mobile application software developer and games developer with several projects developed from Unity3D and Android Studio. I am well versed in the development cycle, and can participate in each phase, from requirement analysis, to writing and testing code and documentation. Seeking work in software development to enhance programming capabilities and enhance project management skills.

EDUCATION

BSc (Hons) Computer Science | Aston University 2017 – 2020

2:1, 70+% in final year Computer Animations, Mobile Design and Development, Testing and Reliable Software Engineering, Interactions Design, and Game Development.

Foundation Year | Keele University 2016 – 2017

71% including Statistics and Information Technology.

A-level | Biddenham Upper School 2014 – 2016

Extended Project Qualification: A | Computer Science: C | Mathematics: D

EPQ topic: "How will Quantum Mechanics pave the way for the future of Quantum Computing?"

- Explored numerous concepts such as Entanglement, Super-Positioning, Schrodinger's equation, Qubits, Shor's algorithm, and Uncertainty principle.

GCSE | Biddenham Upper School 2011 – 2014

10 GCSEs grade A-C including English and Mathematics.

PROJECTS

Journey Journal Sep 2019 – Mar 2020

Mobile Application written in Java and XML and using Firebase for aggregating trips and photos. Utilised understanding of interaction design to create the UI.

Withering Sep 2019 – May 2020

3D RPG written in C# that innovates on the levelling system based on actions made in the game. Models designed using Blender. Documentation generated from XML. Written Software Requirements Specification and performed extensive usability testing.

Marshmallow Burst Jan 2019 – Mar 2020

3D survival shooter game developed in Unity3D and written in C#. Majority of models created using blender. Implemented Backendless API.

Fatal Void Sep 2018 – Mar 2019

Managed a group of 10 to develop a 3D first-person shooter using Unity3D. Implemented agile framework SCRUM and utilised tools such as Kanban board for progress tracking. Disagreements and requirement problems were resolved efficiently with stand-up meetings.

EMPLOYMENT AND ROLES

Games Developer | Anarchy Developments 2020 – Now

Developing hyper-casual mobile games and monetizing through advertisements. Discussing plans of action with help from market analysis, demand and making important decisions and outlining realistic feasibility. Directing other projects in the best way possible to maximize productivity and results. Teaching other developers of techniques and strategies to improve workflow.

Social Secretary | Japanese Anime Manga Society 2019 – 2020

Multiple roles included planning numerous events, creating large scale quizzes for different holidays for the 30+ members. Networked with local venues to establish partnerships. Balanced final year academics, and part time work for the first half of the year.

Sales Consultant | NEXT 2015, 2017, 2019

Worked in a team to meet sales goals, managed transactions, offered excellent customer service especially during huge rush hour periods. Was able to adapt to constant changes in responsibilities.

Telephone Interviewer | ICM Direct 2014 – 2016

Conducted surveys to a wide demographic, maintaining professional and engaging dialogue. Worked in a large team to meet targets and displayed excellent teamwork and communication skills to adjust target demographics daily. Aggregated survey responses and broke them down into quantitative data.