

# Mohammed Mahmood

BSc Computer Science Graduate

## CONTACT

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## TECHNICAL SKILLS

### Programming:

Java, C#, XML, JSON, 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

A highly competent mobile application software developer and games developer with several projects developed from Android Studio and Unity3D. Demonstrated through creating a journey planner app and a 3D video game that innovates on the level system. 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.

## PROJECTS

### Withering (Revisited)

Jan 2021 – Now

Re-developing a former games project but for the mobile platform. Using JSON and new techniques acquired working as a Games Developer.

### Personal Website

Dec 2020 – Now

Constructing a personal website to showcase a portfolio, including GitHub repository, 3D Models and UI designs. Using Ruby, HTML, CSS, JavaScript etc.

### Logo and UI Design

Dec 2019 – Now

Original/Reimagining of UI/Logo designs from different software using research and understanding of interaction design. Examples include the Amazon application, Windows 10, and fitness app.

### Journey Journal

Sep 2019 – Mar 2020

Mobile Application written in Android Studio using Java and XML. Firebase was also used as the backend for storing 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.

### 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.

## 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 | Computer Science | Mathematics

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

### GCSE | Biddenham Upper School

2011 – 2014

10 GCSEs grade A-C including English and Mathematics.

## 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.

### 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 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.