



Esfar Mohammad

Computer Science  
Herbert Wertheim College of Engineering  
Graduated: May 2024

+1-561-377-4741  
mohammadeimmam.github.io  
immam.m@ufl.edu  
Github Profile  
LinkedIn Profile

## EDUCATION

### University of Florida

Aug 2021- May 2024

Bachelor of Science in Computer Science & Minor in Digital Arts and Sciences

## EXPERIENCE

### University of Florida, Enrollment Management, IT

2021-Current

Software Engineer, FWS Position

Gainesville, FL

- Designed and developed a fully interactive **Organizational Chart application** featuring live data integration, incorporating an administrative control system implemented using JavaScript and PHP.
- Created and implemented a comprehensive User **Speed Dial Management System**, serving **over 300+** phones, with an intuitive admin portal. Developed in PHP, this system allows administrators to efficiently manage various aspects, optimizing communication channels and significantly improving productivity and operational efficiency across the organization.
- Developed a dynamic **Email Signature Creation Tool** using **JavaScript**, with **PHP** integration for user data retrieval. This application generates custom email signatures, enabling users to easily create and apply them to their email platforms. A key feature includes the application's ability to adapt to any signature template, automatically generating relevant form fields and incorporating available user data.

### Tow-2-Tow

2022

Software Engineer Intern

Gainesville, FL

- Spearheaded the development of a cutting-edge tow service application, utilizing **Flutter** and adopting the **BLoC methodology**, resulting in a user-friendly platform comparable to popular ride-hailing apps.
- Collaborated with a team of developers to architect and build a scalable tow truck service app, utilizing Flutter's BLoC pattern to handle complex business logic, enhance code reusability, and maintain a clean and modular codebase.

## PERSONAL PROJECTS

### PLC Language Compiler

2023

A compiler built for a custom programming language for UF's Programming Language Concepts class / Java

- Developed a custom programming language (PLC Language) and its compiler, focusing on **parsing**, **lexical analysis**, and **code generation**. This project emphasized the implementation of language features such as control structures, type checking, and image processing operations.

### Emote-it

2021

Emote It is an emoji-based social communication platform. | MERN | Available on the Internet.

- The development procedure resulted in an enhanced comprehension of **REST API**, as well as improved understanding of **React** and **NoSQL** database concepts.

### Planet Maze

2020

Planet Maze is an Android 3D platform game. | Unity, C# | Available on the Google Play Store.

- The development procedure contributed to a reinforced understanding of programming logic, while also providing practical experience in visual and 3D development. Additionally, a solid comprehension of event-driven programming in Unity allows for the creation of immersive and interactive experiences.

### My Transfer Auditor

2019

MTA is a college transfer auditor system | ASP.NET, C#

- The development procedure gave hands-on experience in web application development. It yielded an understanding of a **software design life-cycle**. This experience included planning, documentation, database design theory, relational database, front-end design, and back-end development.

## TECHNICAL SKILLS

**Languages:** Java, C++, C#, Python, JavaScript, PHP

**Developer Tools:** JetBrains IDEs, Visual Studio, Blender, Unity

**Database Platforms:** OracleDB, MySQL, MongoDB, Firebase

## RELEVANT COURSEWORK

- Data Structures and Algorithms
- Computer Science I & II
- Enterprise Software Eng.
- Intro to Machine Learning
- Computer Network Fundamentals
- Information and Database Systems