



Esfar Mohammad

Computer Science
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Website

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Github Profile

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EDUCATION

• **University of Florida** 2022-2024

Bachelor of Science, Computer Science

• **Palm Beach State College** 2019-2021

Associate of Arts

EXPERIENCE

• **University of Florida, Enrollment Management** 2022-Current

Student IT Developer

Gainesville, FL

- Developed and deployed an interactive organizational chart application, facilitating seamless navigation and enhanced collaboration for over 100 employees within the organization.
- Designed and implemented a robust speed dial management system for Cisco telephones, optimizing communication efficiency and improving productivity for the entire workforce.
- Streamlined the deployment process for Apple computers, implementing efficient methodologies and ensuring smooth and rapid deployment across the organization, resulting in significant time and cost savings.

• **Private Tutor** 2021-2022

Elementary School Tutor

Rivera Beach, FL

- Assessed student skills, provided personalized in-person instruction, facilitated homework support, and communicated progress and areas for improvement to guardians, enhancing communication and teaching abilities.
- Developed stronger communication and teaching skills through evaluating student knowledge, delivering in-person instruction, assisting with homework, and engaging in regular discussions with guardians to discuss progress and identify areas of improvement.

• **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.
- Contributed to the successful implementation of an innovative tow truck dispatching system, allowing users and companies to effortlessly request and track tow truck services through a seamless mobile application experience.
- Collaborated with a cross-functional team to deliver a robust and scalable tow service application, leveraging Flutter and the Bloc methodology to ensure optimal performance and user satisfaction.

PERSONAL PROJECTS

• **Emote-it** 2022

Emote It is an emoji-based social communication platform. | MongoDB, Express, React, NodeJS | Available on the Internet.

- The development procedure yielded a deeper understanding of REST API. Moreover, it yielded a better grasp of react and no-SQL database concepts.

• **Planet Maze** 2020

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

- The development procedure helped strengthen the basic understanding of programming logic. Moreover, it generated visual and 3D development experience.

• **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 AND INTERESTS

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

Developer Tools: Blender, Unity

Frameworks: NodeJS, ASP.NET CORE, React, Angular, Flutter

Cloud/Databases: MsSQL, MySQL, OracleDB, MongoDB, Firebase

Areas of Interest: Web Application Development, Cyber Security, Game Development

RELEVANT COURSEWORK

Data Structures and Algorithms

Computer Science I & II

Enterprise Software Engineering & Software Engineering

Information and Database Systems 1