Esfar Mohammad

UF

Computer Science
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EDUCATION

University of Florida *2021-2024*

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 a 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.

Math Tutor *2021-2022*

Elementary School Student Tutor Rivera Beach, FL

- Assessed student skills, delivered personalized in-person instruction, facilitated homework support, and effectively communicated improvement areas to guardians, enhancing both communication and teaching abilities.

PERSONAL PROJECTS

PLC Language Compiler *2024*

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 AND INTERESTS

Languages: Java, C++, C#, Python, JavaScript, PHP
Developer Tools: JetBrains IDEs, Visual Studio, Blender, Unity
Frameworks: NodeJS, ASP.NET CORE, React, Angular, Flutter

RELEVANT COURSEWORK

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