

Mufeed Kamal

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Summary

Current Software Engineering master's student at Arizona State University, with a passion for software development. I am committed to continuous learning and aim to contribute my creativity and technical acumen to develop intuitive, user-centric applications, and websites, pushing the boundaries of digital experiences.

Education

MASTER OF SCIENCE IN SOFTWARE ENGINEERING (MS) • ARIZONA STATE UNIVERSITY • 2024-

- Acquiring in-depth coursework in software engineering, software design, usability/user experience, project management, software security, and software validation.
- Projected graduation date Summer 2025, all the while engaging in continuous learning and exploration of emerging technologies, trends, and best practices in software development.

COURSEWORK IN PROGRAMMING • HOUSTON COMMUNITY COLLEGE • 2023 – 2023

- Coursework relating to Software Development methodology, control structures, object-oriented design, data structures, and recursive algorithms. Python and Java were utilized.

MASTER OF SCIENCE IN MOLECULAR AND CELL BIOLOGY (MS) • UNIVERSITY OF TEXAS AT DALLAS • 2020 – 2021

- UTD Graduate Grant Recipient

BACHELOR OF SCIENCE IN BIOLOGY (BS) • UNIVERSITY OF HOUSTON – MAIN CAMPUS • 2016 - 2020

- UH Academic Scholarship Recipient

Relevant Work Experience

TECHNICAL SOFTWARE SUPPORT INTERN • PCS SOFTWARE • HOUSTON, TX • 09/2023 – CURRENT

- Delivered prompt, courteous, and effective technical support to customers and end-users across multiple communication channels, including email, phone, and chat.
- Navigated a sizable and intricate codebase, showcasing exposure to PHP-8, React.js, and Visual Basic, contributing to the development and enhancement of diverse functionalities.
- Gained exposure to a broad spectrum of technologies, including Microsoft Azure cloud services, Salesforce, and Jira, enhancing versatility and adaptability in a dynamic technical environment.

- Applied pipeline tools to automate and optimize development processes, significantly improving efficiency and reducing errors in ticket management, thereby contributing to a more streamlined workflow.

CODING INSTRUCTOR • ICODE • PEARLAND, TX • 07/2023 – 09/2023

- Proactively stayed abreast of the latest trends and advancements in coding and technology, consistently integrating cutting-edge knowledge into teaching content to ensure students received up-to-date and relevant insights.
- Provided comprehensive instruction to students on the utilization of Industry-standard software for graphics design, multimedia creation, web development, and diverse programming languages and frameworks.
- Took on a mentorship role by providing guidance and training to new interns, fostering a collaborative learning environment. Documented knowledge transfer processes to facilitate seamless onboarding for future hires.

GRAPHICS AND WEB DESIGNER • STUDIO ALPHA • FREELANCING • 01/2018 – 05/2021

- Constructed and sustained dynamic websites and web applications, employing a versatile skill set encompassing HTML, CSS, Vanilla JavaScript, PHP, Python, and WordPress.
- Applied responsive design principles to ensure optimal user experiences across devices. Implemented and integrated Content Management Systems (CMS) for seamless website updates and efficient content publishing.
- Crafted wireframes and templates for a range of digital platforms, including websites and mobile apps, contributing to the strategic and user-centric design of interactive interfaces.
- Produced captivating visual designs for diverse materials such as logos, branding elements, brochures, posters, banners, social media graphics, and infographics, incorporating a keen eye for aesthetics and brand consistency.

Technical skills

- Skilled in Python, JavaScript (React.js, Node.js, full-stack web development, jQuery, Bootstrap 4), HTML, CSS, SQL (MySQL), vb.net, PHP, WordPress, Shopify, Firebase, Netlify, Jira, Kanban, Atlassian, Salesforce, and Confluence.
- Experienced in Figma, Sketch, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Dreamweaver, After Effects, Premiere Pro), Final Cut Pro, CorelDraw, Blender, and Cinema4D

Relevant Soft Skills

- UI/UX Research and Design, User-centered Design, Web Based Solutions, Rapid Prototyping, Data-Driven design, Small Team Experience, Graphics Design, UI testing, Web Design, Multitasking, Agile and Scrum Methodology, Software De-bugging, and Software Support.

Certifications

- Scrimba Front-End Developer Career Path – 07/23
- Scrimba UI Design – 08/23
- Scrimba Responsive Web Design – 08/23
- IE Brand and Product Management – 11/22

- IBM Agile Development and Scrum – 11/22