

MUHAMMAD IMRAN

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EDUCATION

Farmingdale State College

Bachelor of Science in Computer Science, Minor in Applied Mathematics, Dean's List

Farmingdale, NY

Expected May 2026

- Relevant Coursework: Data Structures, Algorithms, Software Engineering, Database Management Systems, Web Development, Object-Oriented Programming, Computer Networks, Operating Systems

TECHNICAL SKILLS

Languages: Java, Python, Linux, F#, C++, SQL, JavaScript, HTML/CSS

Frameworks: React, Node.js, JavaFx, SpringBoot, LucidChart, SceneBuilder, Colab.Google

Developer Tools: Git, Github, Linux, Docker, Microsoft Azure, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, Microsoft 365, AWS, Adobe Suite

EXPERIENCE

Backend Developer – FinTrack

Jan 2025 – Mar 2025

Collaborative Group

- Designed and implemented 6+ backend entities and REST APIs using Spring Boot and Java to support FinTrack finance features
- Set up full backend architecture in IntelliJ, integrated GitHub branching workflow, and configured JPA-based repository layer for database interaction

Help Desk Support

Jan 2022 – Dec 2022

Farmingdale College

- Handled 120+ support tickets, resolving technical issues for students and staff; received positive feedback from over 110 users
- Developed a self-service FAQ page that addressed 40+ recurring issues, reducing repetitive requests and improving first-response efficiency

Manager

Jan 2022 – Present

Five Guys, Deer Park, NY

- Improved operational efficiency by creating a training guide used by 10+ new hires and optimizing weekly schedules, reducing shift conflicts by 30%
- Developed a customer feedback system that enhanced service quality and increased customer satisfaction

PROJECTS

Banking System | Java, JavaFX, File I/O, OOP

Aug 2024 – Oct 2024

- Built a full-featured banking system for account login, virtual transactions (deposit, withdraw, transfer), and balance display — using arrays, custom classes, and file handling to simulate real customer and account management
- Designed a smooth JavaFX interface with personalized messages and receipt generation; integrated PIN-based login, transaction history saving, and exception handling for a secure and user-friendly experience

JavaFX Game Developer | Java, JavaFX, FXML, Gemini API ([Demo Video](#))

Feb 2025 – Mar 2025

- Developed a fun card game using JavaFX where players build math expressions from four random cards to reach 24
- Added AI-powered hints using Google Gemini API and improved gameplay with levels, animations, and clean UI built in FXML

Event Website Project (Ongoing) | HTML, CSS, JavaScript

- Built a responsive multi-section event site with countdown timer, embedded video, testimonials, and Flexbox layout; integrated theme toggle using localStorage
- Added interactive RSVP form with DOM manipulation to update participants and count; **Live Site:** <https://sage-lively-needle-305.vscodeedu.app>

Cloud-Based Maze Solver | JavaFX, Scene Builder, FXML

Jan 2025 – Apr 2025

- Built a maze-solving game using JavaFX and Scene Builder with keyboard controls, smart movement that avoids walls using pixel detection, and auto-solve mode for finding the best path
- Designed a custom car that moves through the maze, changes direction, and supports switching between multiple mazes using tabs — showing strong skills in Java, object-oriented programming, and user-friendly design