

OZAIR GHOGHA

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Greater Manchester, UK

Experience

Computer Systems Engineer

Jan 2021 - Aug 2023

TechSpert

Greater Manchester

- Led the design, development and implementation of 50+ projects, computer systems and networks, improving infrastructure and enhancing client productivity significantly.
- Installed and configured various operating systems and optimised system performance, resulting in an average 15% increase in overall performance.
- Guided clients through intricate technology decisions, leveraging extensive knowledge to provide tailored recommendations reducing cost by up to 40%.

Project Lead & Software Engineer

Dec 2021 - Feb 2022

Hack Camp

Salford, Manchester

- Led a team of four developers in designing and developing a successful web app for Fanatics using HTML, CSS, MySQL, JavaScript, PHP, and Bootstrap.
- Coordinated tasks, deadlines, testing, and deployment using GitHub, Microsoft Teams, and Trello, reducing project delivery time by 20%.
- Ensured quality, security, and performance of the web app by following Agile best practices, conducting unit tests, and code reviews, resulting in a 90% decrease in security vulnerabilities and 50% less network bandwidth usage.

Projects

Cloud Portfolio Website - [AWS Demo](#) | [Vercel Deployment](#)

Jul 2023- Sep 2023

- Created a responsive and interactive website using Next.js, Tailwind CSS, Framer Motion, and React to showcase projects and skills.
- Inaugurated a CI/CD pipeline with GitHub and AWS Amplify, reducing deployment time by over 60%.
- Leveraged AWS services (Amplify, Route53, S3, EC2, Lambda, Docker, etc.) to ensure 99.95% uptime and optimal performance.

University Final Year Project - [Article](#)

Nov 2022 - Apr 2023

- Developed a realistic driving simulator for learning and practice using Unreal Engine, C++, Blender, RealityCapture, Adobe Creative Cloud, and DJI Drones as part of a final year project.
- Processed 10,000+ drone photographs taken from different angles and generated a high-resolution 3D mesh of the real world using Reality Capture and Blender.
- Modelled a generic vehicle with realistic physics and animations using Blender and Unreal Engine, and implemented user input from keyboard, mouse, steering wheel and pedals.

Homelab Server - [Build Writeup](#)

Aug 2022 - Dec 2022

- Built a stable, low-power homelab server using enterprise grade hardware running on Linux resulting in a 70% decrease in power consumption.
- Installed and configured over 30 individual Docker containers translating into 80% less resource usage compared to Virtual Machines.
- Hosted DDoS-protected game servers and web applications, implementing NGINX reverse proxying, Cloudflare tunnelling and TLS/SSL Certificates for enhanced security.

Education

BSc Hons Computer Science

Graduated July 2023

The University of Salford

Salford, Manchester

- Proficient in Java, JavaScript, HTML, CSS, MySQL, Bash (scripting), Powershell, JSON, C++, Swift, Kotlin, PHP, and virtualisation of Linux.

Certifications

- [Cisco Certified Network Associate \(CCNA\) 200-301](#)
- [Microsoft AI Skills Challenge \(AI & ML\)](#)
- AWS Certified Solutions Architect Associate SAA-C03 [Expected October 2023]