Sameer Al Harbi

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Education and Short Courses

2019 to 2023	**BSc Computing Science**, *University of Dundee*, *1st Class (Predicted)*
2021	**Engineering Virtual Programme**, *Godlman Sachs*, Online Course Program covered the analysis of security flaws, password cracking methods using Hashcat
2020	**Computer Vision Basics**, *Coursera*, Online Course, Pass Core concepts and practical exercises using MATLAB
2019	**International General Certificate of Secondary Education**, *Thamer International School*, Jeddah, Saudi Arabia Grades Achieved: *A*AAAAAABC*

Awards and Honours

2022	**DUCS Quackathon Winner**, *University of Dundee* I was part of a winning team chosen by Unity for our Duck themed game made in 24 hours
2019	**Global Excellence Scholarship**, *University of Dundee* A Scholarship awarded to the most inspiring international applicants to the University that year
2019	**Outstanding Academic Achievement Award**, *Thamer International School* Awarded to Students that have shown the best academic performance in their graduating year

Employment Experience

2022	**Tech Insight Week**, *Lloyds Banking Group* I worked on creating UI prototypes and analysing data sets with Python to present new opportunities for helping increase accessibility in banking.
2021	**University Lab Tutor**, *University of Dundee* I assisted with running weekly student labs, focusing on problems that students had with C and C++. Also helped students learn how to debug their code and answered questions that they had around module content
2021	**Global Fintech Internship**, *CFTE* A week long internship where I was part of a multidisciplinary team with an assigned case study for a sponsoring member (R3 Limited). I acted as the technical expertise and was responsible for identifying technical limitations of the Cordia platform and how that would affect business requirements to help create a report on future growth opportunities for the company

Notable Projects

2022	**OpenGL Rendering Engine** , *GitHub Link* I am currently working on an Object Oriented OpenGL rendering engine to simplify the creation of advanced scenes. *Languages Used: C++*
2022	**Tower of Kings**, *GitHub Link* A 2D Game made with Unity for my third year Games Programming Module. Designed and developed over the course of three months with extensive use of programming patterns to create a custom animation system based on state machines and other game logic *Languages Used: C#*
2022	**Augmented Reality Anatomy Application**, *GitHub Link* I worked as part of a multidisciplinary project to create an Augmented Reality application for medical students to understand how obesity can affect the heart and lungs. My role in the project was to create the application itself while working with the medical artists on my team to incorporate the animated models created into the application. *Languages Used: HTML, CSS, JavaScript*