

# Shozab Anwar Siddique

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Computer science university student with a strong interest in software development and a passion for building scalable, user-friendly applications. Proficient in Java, C++, JavaScript, and Python, with experience working on agile teams to deliver high-quality software.

## EDUCATION

### KING'S COLLEGE LONDON

September 2021 - Present

#### Computer Science, B.S

**Relevant Modules:** Data Structures and Algorithms, Programming Practice and Application, Software Engineering Group Project, Practical Experiences of Programming, Computer Systems, Operating Systems and Concurrency, Foundations of Computing, Elementary Logic and Applications, Database Management Systems, Introduction to Software Engineering, Introduction to Artificial Intelligence.

## SKILLS

**Programming Languages:** Java, Python, C++, Scala (familiar), JavaScript, TypeScript (familiar).

**Tech/Tools:** React Native, GitHub, HTML, CSS, Node.js, Django, Django REST, Linux/Windows.

**Practical Skills:** Problem solving, critical thinking, teamworking, project management, coordination, time management, communication.

## PROJECT EXPERIENCE

### KINGS COLLEGE LONDON

October 2022 – April 2023

#### Software Engineering Group Project (Consists of two Team Projects)

- Created and launched a functional student lesson management web application in a team of 4 using **Django** Framework and **Python**.
- Developed admin functionality in the application for teachers to manage student lesson bookings.
- Improve code quality through the use of team code review and automated testing.
- Developed both front-end and back-end to meet user requirements and deadlines.
- Created a crypto wallet mobile application in a team of 8 using a **React Native** front-end (**JavaScript/TypeScript**) and a **Django REST** back-end (**Python**).
- Worked with a client in this project with regular meetings to ensure project is customized to the client's necessities.
- Developed extendible modules to facilitate implementation of analytical line charts (such as candlestick charts) throughout the application.
- Worked with APIs to collect user crypto/stock data and aesthetically display them for the user to analyse using react native's effective front-end development.

### KINGS COLLEGE LONDON

October 2022 – November 2022

#### Practical Experiences of Programming (C++ independent Coursework)

- Programmed Countdown/Sudoku Solvers.
- Implementation of Data Structures to create efficient programs.
- Solve complex problems by fixing erroneous code, writing code, improving speed of programs.

### KINGS COLLEGE LONDON

September 2021 – April 2022

#### Programming Practice and Applications (Multiple Java Projects)

- Created a text-based exploration treasure game which allowed players to traverse (and teleport) between rooms, collect items in a backpack and interact with NPCs to complete the game.
- Designed a predator prey simulator with a teammate to analyse the ecosystem upon arbitrary changes such as weather, limited food supply, natural disasters, and even evolutionary traits of animals in the ecosystem.
- Developed project by learning and utilising key concepts such as coupling, cohesion and the responsibility-driven design.
- Developed a property viewer application in a team of four application to explore properties available to rent in London with data from Airbnb.
- Implemented mechanisms to filter properties by location, price range and neighbourhood statistics using inheritance and defensive programming.
- Developed a map of London with clickable locations, colour coded to visually portray number of properties using **JavaFX**.

## EDUCATION

**A-Level/Herschel Grammar School:** Mathematics – A, Further Mathematics – A, Physics – A, Chemistry – B

**GCSE/Lynch Hill Enterprise Academy:** Mathematics – 8, English Language – 8, Physics – 9, Chemistry – 9, Biology – 8, English Literature – 7, Computer Science – 8, Business – 7, Spanish – 9