Vali Hameed

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Education

Lancaster University Sept 2024 – Present

- Computer Science BSc with Honours (Year 2) Expected First Class
- First Year Average 70%

Experience

Temporary Software Developer, DigbySwift - Leeds, ENG

June 2023

- Gained proficiency in **Dart** and **Flutter** by independently developing a **cross-platform mobile app** that allows users to search for movies/TV series and view details such as posters and release dates.
- Learned and implemented unit testing principles to verify code functionality and ensure software quality.
- Managed project version control using **Git** and **GitHub**, employing a feature-branching workflow with pull requests for code review before merging into the main branch.
- Gained hands-on exposure to Microsoft Azure for hosting client websites and supporting business operations.

Projects

UFC Fight Predictor

- Developed a **machine learning** model in **Python** to predict UFC fight outcomes by cleaning and processing a historical dataset of over **6,000** fights with **Pandas** before training a **Logistic Regression** classifier.
- Implemented the end-to-end prediction pipeline using **Scikit-learn**, covering data splitting, model training, and evaluation to deliver winner predictions with associated confidence scores and an accuracy of **66**%.
- Engineered an end-to-end **cloud application** by developing a **RESTful API** with **FastAPI** to serve a machine learning model, which was then containerized with **Docker** and deployed onto **AWS Elastic Container Service**.

Tram Network Pathfinding Visualizer

- Engineered a desktop application in Java to calculate and visualize the shortest route between two stations on a tram network.
- Applied Object-Oriented Programming (OOP) principles to design a robust graph data structure, modeling stations, connections, and paths as distinct Java objects.
- Implemented classic search algorithm such as Dijkstra's to efficiently determine the most optimal path based on connection weights.

Portfolio Website

- Developed and deployed a performant, SEO-friendly personal portfolio by leveraging the Static Site Generation (SSG) of Next.js and Vercel's automated CI/CD pipeline for seamless delivery.
- Implemented a fully responsive and modern UI using the utility-first approach of Tailwind CSS, ensuring a seamless user experience across all devices (desktop, tablet, and mobile).
- Integrated the **Mux API** to build a high-quality video streaming feature, enabling adaptive bitrate playback for a professional and buffer-free viewing experience.

2D Racing Game

• Directed a full-cycle **python** project by **translating stakeholder requirements** into a functional design, adding features through an **iterative SDLC**, and **incorporating user feedback** to ensure all success criteria were met.

Technical Skills

Languages: Java, Python, Dart, JavaScript, SQL

Frameworks/Libraries: Flutter, Next.js, Tailwind CSS, Pygame, React, Pandas, Scikit-learn, Fast API

Tools & platforms: Git/GitHub, Unit Testing, Docker, AWS