

# MOHAMMED EFAZ

Student

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## ABOUT ME

A 2nd year Computer Science undergraduate at ELTE, eager to contribute to meaningful projects through an internship. A hardworking student who thrives in collaborative environments, excels under pressure, and consistently meet goals.

## EDUCATION

### Eötvös Loránd University

CGPA 4.2/5 • 2022 - 2025

Bachelor of Science in Computer Science

### Edexcel International Advanced Level (IAL)

CGPA 4/4 • 2019 - 2021

Pure Math, Physics, Accounting, Economics  
Mastermind English Medium School  
Pearson Edexcel High Achievers Award

## SKILLS

Java C# C++ Python OOP

Go JavaScript PHP CSS

HTML SQL Linux Git AI / ML

Tensorflow Design Patterns

Algorithm & Data Structure

Leadership Collaboration

Communication

## PROJECTS / EXPERIENCE

### 2023 Atmosphere Simulation (C#)

Using **C#**, OOP and design patterns to simulate gas layer evolution. It employs encapsulation and design patterns to create an interactive simulation.

### 2023 Tron Game (Java)

Using **Java** and **MySQL** to create a unique version of the classic Tron game. Real time player tracking, time tracking, scoreboard, DBMS, 2-player mode, all wrapped in a GUI.

### 2023 IoT Home Simulation (Python)

Utilising data structures, OOP, and file and exception handling techniques to create an effective simulation environment.

### 2023 Pokémon Trading Card (PHP, JavaScript)

a Pokémon TCG web platform with advanced PHP server-side scripting for user authentication, card transactions, and admin controls, leveraging JSON for data handling, all crafted with a focus on robust coding standards.

### 2023 Flappy Bird (Java)

A lightweight java version of the famous game, with OOP principles, GUI, keyboard controls.

### 2023 Rubiks Clock (Java)

A Rubik's Clock game using matrix algorithms for clock layout and event-driven programming for interactive elements, all within an **MVC** framework for efficient code scalability and maintenance.

### 2023 MapMaker (JavaScript)

A grid-based map system game featuring mountains & various map elements. Integrated game mechanics; random mission selection, scoring systems, to enhance gameplay experience.

### 2021 Content Writer • Ashia Foundation

Volunteer work. Responsible for the publication of various bibliographies for the public welfare organization.

## ACCOMPLISHMENTS

2023 2nd place in **CASSINI Hackathon** Hungary

2020 1st place in Sci-Fi Story Writing Fantascienza 1.0

2020 1st in Movie Review – Notre Dame College

2019 Finalist Gold Award – **The Queen's Commonwealth Essay Competition** 2019 (UK)

## LANGUAGES

English Bengali Urdu Hindi

Arabic

## CERTIFICATIONS

2023 IoT Fundamentals: Big Data & Analytics

2020 Big History: Connecting Knowledge

2020 Psychological First Aid

2020 Astronomy: Exploring Time and Space

2020 The Arts and Science of Relationships: Understanding Human Needs