## Qualifications

Master of Engineering with Honours in Electrical and Electronic Engineering, City, University of London, 2018

## Profile

A passionate Engineering graduate with a 2:1 degree, specialising in Electrical and Electronic Engineering. Possesses knowledge in IT industry by completing relevant modules and projects. Able to balance multiple competing priorities, having worked part-time for two years whilst achieving strict deadlines for submission of assignments during my course at university.

During my Engineering course at university, my interest in programming was initiated as it was a module which required problem-solving skills. Problem-solving has always been an aspect which motivates and excites me which is why I decided to pursue my career in the software developing field.

Technical Skills

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| **Technology Domain** | **Technologies and Tools** |
| Programming Languages | Java 8 SE/EE, Maven, Python, C++, HTML, JavaScript |
| DevOps Technologies | Jenkins |
| Database Technologies | MySQL, H2 |
| IDE’s | Eclipse |
| Operating Systems | Windows, Linux |
| Project Frameworks | Agile Scrum |
| Other | MATLAB, LabVIEW, Azure, Postman, CSS, Node.js, Git |

## Experience

GitHub link: https://github.com/ahmedQAC

### QA Consulting – Consultant (2018-current)

#### Agile scrum

I was part of a team where we worked on a case study that required us to identify the problems of a company by conducting research and arranging interviews with employees of that company. A solution to the company was proposed by giving a presentation that included our BPMN model for the automated database system, the software’s that would be used for the automated database system and the website. This allowed us to work our communication, team working and organisation skills as well as improving our soft skills, presentational skills.

#### Java 8 SE

By learning the fundamentals of Java 8 SE, relevant assignments and assessments were completed by implementing OOP, TDD as well as ensuring the code was easy to maintain by following the SOLID principles. In addition, I successfully completed several peer programming exercises within the allocated times by communicating well with my colleague and splitting the workload effectively.

#### Database – MySQL DML

By utilising the Data Manipulation Language (DML) I completed certain tasks by performing CRUD operations within the ‘Sakila’ database. The tasks involved the requirement to use ‘nested’ queries and ‘joins’. I designed my own database by firstly modelling it using an entity relationship diagram (ERD). This was done using MySQL Workbench Modelling.

#### Java 8 EE API

Gained practical knowledge of working with an API as well learnt how to build an API which could be used to retrieve, create and delete objects from my database. Specific business rules were also implemented to satisfy the requirements of the task.

#### HTML & JavaScript

By utilising CSS and JSON syntax, I created a website where the user was able to access a JSON file, which contained information about kings, and search for specific attributes such as name, city and house. A list which matches the users search would be returned and displayed.

### City, University of London – Student (2014-2018)

#### Game - ‘Top Trumps’

During my study at the university I worked on a group project where I was required to create a game which was inspired by Top Trumps. This was a Java application which implemented object-oriented design as well as a graphical user interface which allowed a user to play against a computer and keep a score. As a team leader my responsibility was to allocated task to each member of the team according to their strengths. Furthermore, milestones were set, and weekly meetings were arranged to ensure that we complete the tasks in the scheduled time.

#### Individual project - ‘Self-driving electric car’

The project that I undertook during my third year of university involved me designing and building a self-driving electric car by using Raspberry Pi for image processing, which would be used to avoid certain objects. Arduino Uno was used to program ultrasonic sensors which allowed to locate the car as well as being able to navigate through a maze. This project improved my research, organisation and problem solving skills as I came across many problems which I had to overcome.

## Hobbies/Interests

In my spare time, I enjoy working out, playing football, going to boxing and playing games such as League of Legends. League of Legends encourages competitiveness, improves communication and team working skills as well as promoting strategic thinking. The sports continuously improve my mental and physical abilities as well as developing my team work skills.

## Additional Information

* Full, clean driving license
* Arabic Language (fluent), Swedish Language (competent)