

AHMED BANKO

Software Engineer based in London
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Education

Kings College London

Sep 2020 - Jun 2023

- BSc Computer Science | Software Engineering, First class honours
- Modules:
 - Software Measurement and Testing (76%),
 - Programming Practice and Applications (91%),
 - Data Structures (96%), Internet Systems (83%),
 - Practical Experiences of Programming (90%),
 - Software Engineering Group Project (81%),
 - Compilers and Formal Languages (85%),
 - Software Architecture and Design (68%),

The City of Liverpool College

Sep 2019 - Jun 2020

- Access to HE, Awarded 45/45 distinctions

The City of Liverpool College

Sep 2018 - Jun 2019

- Pre-Access Course (GCSE)
 - Mathematic (A*), Physics (A*), Biology (A), Chemistry (A)

Programming languages/Frameworks/Libraries

Java, Python, C/C++, JavaScript, Dart, HTML, CSS, SQL, Scala, Flutter, Node.js, React.js, Django, Ajax, jQuery, Bootstrap, JavaFX, JUnit, MySQL, Firebase, Git,

Projects

Reversible Programming Language

Feb 2023 - Apr 2023

- Designed a reversible programming language which executes code in both forward and backward direction using **Scala**.
- Reduced code complexity by utilising tree data structure to store runtime values of the variables.

Bicycle Group Trip Planner for Santander Bicycles in LDN

Jan 2022 - Sep 2022

- A multi-platform mobile application (**Flutter**).
- Implemented a bicycle station list showing available bikes/stations and displayed their locations on the map using different APIs.
- Added turn-by-turn navigation and instructions for the trip.
- Added Firebase database and login features for personalised and favourite trips and stations.

Chess Clubs Management System

Nov 2021 - Dec 2021

- Worked with a group of students to develop an online software for creating/managing chess clubs using **Django** and **Python**.
- Added different authorisations/roles to different members using Python Mixins.
- Improved user interaction using JavaScript
- Improved UI design using **HTML** and **CSS**

Animal Habitat Simulator

Jan 2020 - Feb 2020

- Developed a GUI with JavaFX and programmed in Java a simulator that visualises the interaction between different animal species in a virtual habitat.
- Minimised code duplication by using inheritance and different design patterns.

Hobbies/Interests

Watching football, bowling, hiking, working out

References

Available upon request