ANAS SHAFIQ
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Second-year Computer Science student at the University of Sunderland with First Class Year 1 results. Skilled in C#, Python, HTML, CSS, and JavaScript fundamentals, with hands-on experience building and deploying applications. Interested in web and mobile development and applying technical skills to real-world software solutions.

TECHNICAL SKILLS

Programming: C#, Python (basic), JavaScript (basic)
Web Development: HTML5, CSS3, PHP (familiar), Bootstrap
Databases: PostgreSQL (currently studying), JSON
Tools & Platforms: GitHub, Vercel, Trello
Concepts: Object-Oriented Programming (OOP), Responsive Design, Authentication Systems, Exception Handling, Unit Testing

EDUCATION

University of Sunderland Computer Science BSc (Hons)   **(Sep 2024 - present)**

- Achieved First Class results in first year.
- Actively involved in mentoring and event management roles within the computing department.

ONCAMPUS Global Undergraduate Foundation Programme (Computer Engineering)   **Aug 2024**

CERTIFICATES

Sustainability Hackathon, Developers Society, University of Sunderland   **May 2025**

NCC Diploma of Education, Computing   **Jan 2023**

ACADEMIC PROJECTS

Car Rental Management System **(Year 1 Academic Project)**

Technologies Used: C#, Text files

- Developed a CLI-based rental system using basic OOP principles
- Implemented login, booking management, pricing, and input validation
- Focused on clean architecture and maintainable code

Dynamic E-Sports Competition Website **(Year 1 Academic Project)**

Technologies Used: HTML, CSS, JavaScript, PHP, SQL, Bootstrap.

- Implemented user authentication and admin features to manage participants, update scores, and delete records.
- Designed search functionality with automatic kill/death ratio calculations.
- Added client- and server-side validation to ensure secure and accurate data entry.
- Applied responsive design principles for mobile compatibility and smooth navigation.
- Deployed the website successfully to the University web server, ensuring full functionality.

Game Library & Player Stats Manager **(Year 2 Academic Project)**

Technologies Used: C#, GitHub, JSON, Text Files

- Developed a C# console application to manage players and gameplay statistics (hours played, high scores)
- Applied object-oriented programming principles (encapsulation, inheritance, interfaces, polymorphism)
- Implemented search and sorting algorithms to find players and generate activity and high-score reports
- Persisted player data using JSON file storage and implemented TXT-based system logging
- Designed a modular architecture with business logic encapsulated in service classes

- Implemented robust exception handling for invalid input and file I/O operations
- Created unit tests to validate core functionality such as adding players and updating statistics
- Incorporated GitHub for version control with regular commits and maintained a clear README
- Followed agile development approach with structured version control and regular feature updates.

Personal Portfolio Website **(Personal Project)**

Technologies Used: HTML, CSS, GitHub, Vercel.

- Designed and developed a fully responsive personal portfolio website consisting of **5 structured Sections** (Home, About, Skills, Projects, Contact)
- Planned and tracked daily progress using Trello, completing the project in **7 days.**
- Developed all features independently to strengthen front-end development skills.
- Uploaded source code to GitHub and deployed the live website using Vercel.
- Implemented a consistent colour scheme throughout the website, initially researched palettes on Color Hunt, then refined and applied a cohesive custom colour scheme.

POSITION OF RESPONSIBILITY

Google Developer Group (GDG) Sunderland   **(2025 - Present)**

Events Manager

- Serving as an Events Manager, organizing and hosting tech workshops and sessions on AI, game design, and web development
- Planning and coordinating event logistics, promotions, and participant engagement to deliver smooth, impactful learning experiences
- Engaging students in hands-on activities and encouraging participation in tech innovation.
- Contributing to the growth of an active, collaborative developer community

USEFUL LINKS

Linkedin: anas-shafiq