

ANISH DONDIA

London, United Kingdom | 07305198834 | anishdondia02@gmail.com
github.com/anish-dondia | linkedin.com/in/anish-dondia

Education & Qualifications

Brunel University London

September 2018 - 2022

Computer Science – Bachelor of Science

- Graduated with **Second Class (Upper Division) Honours (2.1)**
 - Modules include Software Engineering, Digital Media and Games, Human-Computer Interaction, Algorithms and their Applications, Software Development and Management, Networks and Operating Systems, Usability Engineering

Core Skills

Languages and Technologies:

- **C#** with **Unity Game Engine** – Several projects on 2D and 3D games
- **Java** – Finch robot
- **HTML** scripting language, **CSS** and **JavaScript**, front-end frameworks such as **React** and CSS frameworks such as **SASS**
- **SQL** – Database management system using **MySQL** workbench
- Using version control such as **GitHub** to keep track of projects and progress of work
- Experienced with using applications to track progress such as **Trello** and **Jira**
- Efficient with using **Agile** Methodologies such as **Scrum**, **Kanban**, and **Waterfall**
- **Microsoft Office Suite** (proficient)
- Ability to produce high quality designs using **Adobe XD** and **Figma**

Other Skills and interests:

- Fluent Gujarati and Hindi
- Enjoy working out, excelling at a highly competitive tournaments in taekwondo as well as attaining black belt
- Enjoy learning new technologies by learning concepts around it, building projects and growing more knowledgeable around the field

Projects

Finch Robot (1st year project)

- Using **OOP** language, **Java**, to program a finch robot to carry out several tasks and make a **GUI**
- **Integration** of other group members program so that all the different tasks can be selected through a single GUI
- Good coding practise and documentation

MyJournal (2nd year group project)

- **Full-stack** website on helping people with mental health issues
- Communicating effectively in a group and showing leadership throughout multiple sprints as a Sprint leader
- GitHub for hosting website, **version control** and software management websites such as **Trello** used to keep track of progress
- Low and high-fidelity mock-ups produced via **Adobe XD**
- Usage of **ReactJS**, **HTML** and **SASS** to create frontend and **NodeJS** for backend

3D Game on pollution (Final Year Project)

- Increase awareness on environmental pollution surrounding animals in the form of a 3D interactive game
- Unity Game engine with **C#** language
- **GitHub** version control
- Managing project with the help of **Agile** Methodology and applying high level code testing methods

Employment history

Tutor

December 2019 – Present

Kumon

- Responsible in instructing and teaching students with different Maths and English topics
- Marking, correcting worksheets, and recording student's progress
- Guaranteeing that all students feel secure and have a safe working environment