

Mustafa Arastoo

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PROFILE

A motivated and versatile third-year Computer Science student with a proven track record of developing innovative software solutions across AI, automation, and full-stack development. Eager to apply a strong foundation in algorithms and problem-solving to tackle complex challenges in a practical, professional environment.

EDUCATION

University of Liverpool - Computer Science BSc

2023 - Present

- Object Oriented Programming, Advanced AI, Data structures & Algorithms etc. On track to gain a first.

Liverpool Blue Coat School - A-Levels

2021 - 2023

- Maths, Physics, Computer Science, Chemistry and an EPQ.

EXPERIENCE

Metricomm - Software Engineer Intern

July - August 2025

- Engineered an automation tool leveraging the Gemini AI API to process and summarize large Excel datasets, drastically reducing manual reporting time.
- Designed a robust system architecture with comprehensive error handling and fallback mechanisms to ensure high reliability and consistent performance with large-scale data processing.
- Solved a technical challenge with in-browser presentation generation by using a Python library with WebAssembly, overcoming a significant technical constraint and expanding application functionality.
- Continue to provide technical support and maintenance on a freelance basis.

Primark - Retail Assistant

September 2023 - Present

- Work on a large team in a fast-paced environment to keep the store clean and customers happy.

SKILLS

- **Programming Languages:** Python, C#, C, JavaScript, PHP, Java, and more.
- **Technologies:** Unity, Docker, Linux, Git, SQL
- Problem solving, teamwork, project management, creativity, communication and more.

PROJECTS

- Developed an interactive web application to assist immigrants in preparing for a mandatory language proficiency exam, focusing on an intuitive user experience and accessible design. (arastooof.github.io/b1Test).
- Developed VisionGrabber, a C# desktop application that uses cloud (through Gemini) and local (through llama.cpp) LLMs to capture screen regions and extract structured data like LaTeX formulas and HTML tables. (github.com/arastooof/VisionGrabber)
- Developed 'Rhythm', a social media platform for music reviews as part of a university module. This project honed my skills in Docker, Git, and working within a Linux environment, from development through to deployment.
- Created a website for a charity that allowed them to cut down on costs and get in touch with members easier (palcentre.org)