

Experience

Junior Software Engineer - Global View Systems

OCTOBER 2021 - MARCH 2022

KEY RESPONSIBILITIES: • Design and develop responsive front end features for our key software using Blazor WebAssembly. • Componentise front end features for reusability using Blazor. • Set up data migrations and back end data design using Entity Framework and .Net Core. • Implemented key features within an agile team for our main software product with the help of Azure and Jira. • Worked together with the testing team to recreate and fix incoming bugs.

KEY ACHIEVEMENTS/PROJECTS: • Implement a full-stack fire safety tracking application for people in the office. • Improve the code quality by removing inline-styling and implementing CSS isolation within our main software ensuring better code readability and maintainability • Rebuilt key features to improve user functionality by streamlining the key activity

TECHNOLOGIES USED: • Blazor WebAssembly • .NET Core/ASP.NET • Linq • JavaScript • Entity Framework

Education

University of Hull First-Class Honours - BSc Computer Science

SEPTEMBER 2018 - MAY 2021

- Advanced Programming - Developed a highly efficient Sudoku solver in C++ (93%)
- Artificial Intelligence - Developed Genetic Algorithm for an existing Neural Network in C# (72%)
- Object-Oriented Programming - Created the game "Uno" in C# using object-oriented design and methodologies (60%)
- System Analysis, Design and Process - Group project to design and develop a piece of software and go through the whole software development process using the Agile methodology (71%)
- Electronics and Interfacing - Developed an assortment of small software for an Arduino microcontroller (69%)
- Agile Software Development - Developed a Forum website in a group using SCRUM and the Agile methodology (70%)

Hull College, D*DD - Level 3 Extended Diploma in IT

SEPTEMBER 2016 - JUNE 2018

- Developed games in the Unity game engine using C#
- Planned a project within a team to completion running it from the basic design phases to full completion
- Database - Developed dashboards together with a team of students for a booking system that was created in Microsoft Access
- Website Production - Designed and Developed an Educational Website that covers Bronze age to Late Medieval history

Projects

EEG Controlled Prosthetic

FINAL YEAR DISSERTATION

Used Python to develop software that can control a 3D printed prosthetic by reading real-time brain data. The software mimics an EEG brain-reading device and outputs the data similarly to what an EEG device would. The other part of the software reads in the data with the help of Sockets; the software then processes it into a graph using Matplotlib.

Efficient Soduko Solver

ADVANCED PROGRAMMING (C + +)

Used C+ + to implement an algorithm to solve given Sudoku puzzles as efficiently as possible using the hidden single and naked single algorithm with the help of pointers to make it more efficient.

Technical Skills

Programming Languages

C# - Python - JavaScript - C++ - Java

Markup Languages

HTML - (S)CSS - LaTeX

Tools

.NET Core/ASP.NET MVC - jQuery - Blazor WebAssembly - Entity Framework - Three.js - Git - Bootstrap - Arduino - Adobe CC - Fusion 360 - Blender

Languages

English - Arabic - Swedish