

Computer Science graduate from the University of Hull, with interest in Software Development, Electronics and Fullstack Web development.

Education

University of Hull (September 2018 - June 2021) First Class Honours

BSc Computer Science

- 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# (60%)
- Electronics and Interfacing - Developed an assortment of small software for an Arduino microcontroller (69%)
- 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%)
- Agile Software Development - Developed a Forum website in a group using SCRUM and the Agile methodology (70%)

Hull College(September 2016 - June 2018) Grade - D*DD

Level 3 Extended Certificate in IT

- 3D Modeling - Designed and Created Two 3D models in Blender
- Website Production - Designed and Developed an Educational Website that covers Bronze age to Late Medieval history
- Database - Developed dashboards together with a team of students for a booking system that was created in Microsoft Access.

Experience

Smash Crab Studios (September 2015 - December 2015)

- We worked on developing abilities for a mobile game.
- Worked on a replica of the Snake game within a group of other students in Unity.
- Used git and source control to make a game in a team with Unity Game Engine.

Fantasticon (September 2016 - September 2016)

- Worked with team members to ensure that the venues in the event had everything that they needed.
- Coordinated with team members the most efficient placement of the volunteers to be easily called for if needed.

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.

Technical Skills

Programing Languages

Python

C++

C#

JavaScript

Markup Languages

HTML

CSS

LaTeX

Tools

Git

Arduino

Adobe CC

Fusion 360

Blender

Languages

Swedish

Arabic

English