# Bilal Qureshi

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## Personal Profile

A highly motivated recent graduate Computer Science student from City, University of London looking to secure a Graduate position in Software Engineering to further develop my knowledge and skills in undertaking methodologies as well as gain confidence in a professional environment. Has undertaken many projects, both university based and at home all to widen my knowledge in programming practices and development technologies.

## Education

**BSc  (Hons) Computer Science 2:1 (Expected)**
Sept 2018 – May 2021
City, University of London

**A – Levels,** Sept 2016 – June 2018
Harris Sixth Form Chafford Hundred
Business Studies, Economics & Computer Science

**GCSEs,** Sept 2011 – July 2016
Harris Academy Chafford Hundred
12 GCSEs including English & Maths

## Projects

### Unity Survival Horror Game
Developed a Survival horror game in the Unity Engine called 'Spookyting'. Developed to showcase my knowledge gained within the Unity Engine.

### Horto Android Application
Developed for final year project, a Garden Management application that incorporates Augmented Reality for designing gardens which used OpenGL to render 3D models within an augmented space.

### CSV Parser
Developed, in collaboration, for the haskell module, a parser for CSV file types that can perform multiple table functions and output the file with the changes made.

## Work Experience

**Jul – Aug 2017**   Transport For London – **Work Experience**

Work experience with TFL in an underground station. Worked at Tower Hill Station, assisting with managers and learning the functions of management within the operation of a station as well as analysing the software used for train management. Had also assisted in platform management, such as day to day interaction with customers and advising with ideal routes and ticket buying.

**Nov– Dec 2017**   Legion Supplies Ltd – **Assistant**

Developed an understanding of professional environment and work ethics. Assisted the managers with supervised jobs and tasks.

**Sept– Dec 2019**   Creams Café – **Team Member**

Part – time job at a dessert café. Assisted in a great number of tasks and held responsibility of closure of the store on all shifts. Dealt with customers on a regular basis as well as preparing orders.

## Skills

**Java**
Experience with Java from various projects, most notably through Android Application development for Final Year Project.

**C++**
Completed C++ module and experience with game development alongside OpenGL.

**Python**
4 years + experience. Completed A-Level project in Python and Intro to AI project module using Python

**C#**
Gained insight through experience with the Unity game engine.

**Haskell**
Experience gained during the Haskell Module

**GLSL**
Gained through use of OpenGL in development of Horto and during the Computer Graphics module.

**Linux**
Avid user of the operating system, specifically elementaryOS

**Git Source Control**
Experience gained through management of personal project repositories and through collaborative projects.

**Transferable**

**Attention to detail**
During the development of my unity game, to create a complete horror experience for users, tuning each aspect of the game-play experience was a high priority to maintain the horror element. This is evident through the YouTube videos made of the game.

**Communication**
At my time in TFL, I was held responsible cooperation and team – based tasks. Alongside this, advising commuters on the station and navigating them to correct area also helped develop my  communication skills.

**Problem – Solving**
Working on my own projects has allowed me to develop this skill further as I challenge myself to take on increasingly more advanced projects and tackle new issues encountered throughout these projects.

**Project Management**
Through team - based projects and personal projects, I have built the ability to delegate tasks accordingly and create professional plans to accommodate the progression of these projects.