Fahim Samady

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LinkedIn Profile
GitHub

Personal Portfolio Website:
fahimsamady.github.io

OBJECTIVES

First-Class Computer Science graduate from Swansea University with full-stack software development, data analysis, and machine learning expertise. Passionate about creating innovative solutions and enthusiastic to contribute to impactful projects while advancing my career in the tech.

EXPERIENCE

Teaching Assistant
Swansea University
OCTOBER 2023 – MAY 2024 (PART TIME ON-SITE)

Worked as a Lab Demonstrator in computer science labs, guiding students through practical applications of the course, troubleshooting code errors, marking, and providing feedback and assessment.
Labs demonstrated include the following modules:

- Artificial Intelligence (Python, Prolog)
- Programming (Java, Python)
- Algorithms

Food Prodcution
DUMBIA
SUMMER BREAK 2023
Conducted food production operations.

Warehouse Operative
Amazon
MAY 2021 – JANUARY 2022 (FULL-TIME ON-SITE)
Processed and dispatched orders accurately, achieving a 99.5% order accuracy rate and increasing output efficiency.

EDUCATION

BSc Computer Science
Swansea University
2020-2024

Final Grade: First class honours
Key Modules:

- Big Data and Machine Learning
- Mobile/Web Application Dev
- Software testing
- Embedded System Design
- Software Engineering, UX/UI

Trinity High School
And Sixth Form Center
2018-2020

IT BTEC
Final Grade: Distinction

- Fundamentals of IT
- Virtual and Augmented Reality
- Internet of Everything

Computer Science BTEC
Final Grade: Merit

- Fundamentals of computer systems
- Principles of computer science
- IT systems security and encryption

Business A Level

- Business management and leadership

SKILLS

- Java, Python, Kotlin, dart
- JavaScript, React.js, Vue.js
- C, C++, C#, Golang
- HTML, CSS, Tailwind
- Git
- MySQL, PostgreSQL, Redis
- Node.js, Express.js
- .Net, Windows forms
- Laravel, PHP
- Docker, RabbitMQ
- Embedded systems
- Critical thinking
- Collaboration
- Problem-solving
- Microservices
- Haskell & Prolog
- AWS, MongoDB, Firebase
- Unity
- Machine Learning

PROJECTS

- Developing an online banking system using Flutter cross-platform mobile app, Golang backend services, Laravel with Vue.js for the admin panel, PostgreSQL for data management, RabbitMQ for messaging, and gRPC for efficient inter-service communication, microservices to implement clean architecture.

- Machine Monitoring System – Windows Forms App (C#, .NET 9.0): Developed a real-time desktop app for machine tracking, status updates, and maintenance scheduling. Used Entity Framework Core, Repository Pattern, and SQL Server for a modular architecture.

- Full-Stack Project Management System (Laravel 12, Vue 3, MySQL, Docker): Built a responsive project management platform with breeze built-in user auth, task tracking, team collaboration, and CRM. Used Laravel + Inertia.js, Vue 3 Composition API, and Tailwind CSS. Complies with SOLID principles, MVC architecture design pattern, testing, and performance optimization. Deployed via Docker with Laravel Sail.

- Trained Machine Learning Models for Image Classification and analysed Support Vector Machine and Convolutional Neural Network Models on the CIFAR100 dataset.

- Embedded System Design Module: LabView and Uppal were used to design an embedded system for a vacuum cleaner robot.

- Final year university project: developed Appointment Booking System for NHS GPs using PERN (Postgres, Express.js, React.js, Node.js) + Typescript, Tailwind, Docker following Agile software development life cycle.

- Designed database simulation for Iceland and retrieved data with SQL queries to generate receipts from the database.

- Developed community forum Web Applications using Laravel Framework, PHP, Sail, MySQL, and Docker.

- Developed 3D casual game “Ninja Frog” using Unity3D & C# and game design patterns as part of the coursework.

- Developed PowerShell To-do list application in C++ utilising JSON for database and CXXOpts for parsing command line arguments.

- Created Restaurant Review Mobile Application in Kotlin, Android Studio & Firebase, scoring 93% on implementation.

- Group project in a team of 5, developed recreation of the 1997 desktop game “Jewel Chase” in Java and got first class.

- Developed a Python program using an EV3 robot and a colour detector sensor to track a colour line.