

# Fahim Samady

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## 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 Production

**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 CXXOpt 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.