

**Faizan Ahmed | London**  
*Contact Email | Mobile Number*

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First year Computer Science (BSc) undergraduate at Queen Mary, holds proficiency in Python, Java, C#, HTML and CSS. With experience from building websites to software, I am eager to apply my expertise in your company to aid in building efficient and scalable solutions.

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### Education

#### **Queen Mary University of London** (2024 - 2027)

BSc Computer Science: Procedural Programming (70%), Logic/Discrete Structures (82.8%), Computer Systems/Networks (72.8%)

#### **London Design and Engineering UTC** (2022 – 2024)

A-Level: Maths (B), Computer Science (A), Psychology (B)

#### **Little Ilford School** (2017 – 2022)

GCSEs: 9 total, including Maths (8) and English (6)

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### Work Experience

#### **Online Shop Volunteer** - Oxfam (November 2024 - January 2025)

- Researched and listed high demand books by analyzing market trends to boost sales turnover.
- Wrote engaging SEO friendly descriptions with accurate details and images increasing customer trust and conversion rates.
- Conducted competitive pricing analysis using eBay and Amazon ensuring optimal pricing for maximum revenue.

#### **Dispenser** - MUNRO Pharmacy (August 2023)

- Managed stock replenishment ensuring fast and efficient access to medicines, inhalers and creams.
- Independently dispensed prescriptions accurately reducing staff workload and improving customer service speed.
- Filed dispensing tokens systematically reducing retrieval times and ensuring patient notifications were prompt via ProScript software.

#### **LDE Lego Innovation Program** - Extra-curricular (January 2023 - March 2024)

- Designed and led hands on workshops using Lego to teach problem solving for global issues like climate change.
- Guided children through brainstorming and building activities improving teamwork and critical thinking.
- Coordinated logistics to ensure smooth session scheduling and team member assignments.

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### Projects

**RED ZOMBIES**: Developed a top-down wave-based shooter game in **C#** using the **Unity Engine**, featuring dynamic gameplay mechanics.

**Blackjack Game**: Built a 21-blackjack game in **Python**, leveraging **SQLite** for data storage and **Tkinter** for an intuitive GUI.

**Minecraft Portfolio Website**: Designed and implemented a **web portal** using **HTML/CSS**, showcasing my content.