

Faizan Ahmed | London, Newham

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I am a first-year BSc Computer Science student and aspiring computer scientist, driven to expand my industry knowledge and build key skills to excel in the workforce. Passionate about solving complex problems through computational thinking to deliver innovative and effective solutions.

Education

Queen Mary University of London: 2024 - 2027
Bsc Computer Science

London Design and Engineering UTC A-Level 2022 – 2024
Maths - B, Computer science - A, Psychology - B

Little Ilford School GCSE 2017 – 2022
Maths - 8, English Language – 6, English Literature – 6, Combined Science – 6/7, Computer science – 8, Religious studies – 6, French – 5, Geography - 6

Work Experience

Online Shop Volunteer Oxfam November 2024 - January 2025

- Researched and identified high demand books for online sale by analyzing market trends and customer preferences, ensuring quick turnover and maximizing sales potential.
- Created detailed and engaging item descriptions including images, conditions, and key features, enhancing customer trust and driving faster sales.
- Conducted competitive price analysis using platforms like eBay and Amazon to establish fair and attractive pricing to maximise sales potential.
- Organized and maintained inventory alphabetically within the internet room, streamlining workflow and ensuring easy access for the online team.

Dispenser MUNRO Pharmacy June 2023

- Streamlined stock replenishment by replenishing and organizing medicines, inhalers, and creams for easier access and reducing stock retrieval times for staff.
- Handled prescription dispensing independently without error allowing senior staff to focus on customer service, which improved workflow and reduced customer wait times.
- Filed dispensing tokens alphabetically to ensure easy access and quick retrieval and utilized ProScript software to notify patients promptly, minimizing prescription pickup wait times.

LDE Lego Innovation Program Extra-curricular January 2023 - March 2024

- Designed and delivered hands-on workshops for children that used Lego to address real world problems like global warming and biodiversity, fostering critical thinking and creativity.
- Led group activities that encouraged children to brainstorm and build solutions, enhancing teamwork and problem solving skills.
- Managed logistics by coordinating workshop space based on school schedules and assigned team members to sessions based on their availability to ensure smooth execution.

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 unique 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 custom datapacks.
