

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

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

London Design and Engineering UTC A-Level:

(2022 – 2024)

Maths - B, Computer science - A, Psychology - B

Bsc Computer Science, Queen Mary University of London:

(2024 - 2027)

Work Experience

Dispenser MUNRO Pharmacy 31/06/23 - 04/07/23

- Organized and replenished stock, including medicines, inhalers, and gels/creams, ensuring seamless inventory management during deliveries.
- Prepared and labeled prescriptions accurately, matching patient medications with dispensing tokens while verifying dosage and instructions.
- Filed dispensing tokens systematically and utilized ProScript software to notify patients promptly when prescriptions were ready for collection.

Online Shop Volunteer Oxfam 28/11/24 - 07/01/25

- Curated and researched books in the stockroom to identify items for online sale, ensuring optimal placement based on condition, rarity, and market demand.
- Crafted compelling item descriptions, including detailed titles, conditions, and features, supported by high-quality images, to enhance customer engagement and trust.
- Conducted competitive price analysis using platforms like eBay and Amazon to establish fair and attractive pricing, increasing sales potential.
- Organized and maintained inventory within the internet room, ensuring an efficient workflow and accessibility for the online team.

LDE Lego Innovation Lab (Extra-curricular) 01/01/23 - 01/03/24

- Creating workshops consisting of a themed child-friendly presentation containing information and tasks that reflect and discuss real-world problems. E.g. Brainstorm different ways to negate global warming.
- Using Lego to present potential solutions to these real-world issues, such as tasking the children to build an environment that would increase biodiversity.
- Responsible for managing the timetables, schedules and rotas for the workshops I.e. dates, times, location (could be auditorium or a classroom), deciding who will be hands-on/available to be delivering a workshop .

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.
