HAMAD ULLAH

Espoo, Finland | 0403209247 | hamadull@student.uef.fi | LinkedIn | GitHub

Second-year information technology student at the University of Eastern Finland with an interest in software development and AI. Worked with JavaScript, ReactJS, Python, and Java in building interactive applications like **Chatsphere**, **Chatter**, and a **Line Follower with Obstacle Avoidance Robot**, and currently learning Flutter through academic and personal projects. Enthusiastic about contributing to the growth and improvement of innovative digital solutions in a dynamic, fast-paced environment while learning new skills and polishing existing ones.

TECHNICAL SKILLS

Programming Languages: Python, JavaScript, HTML/CSS, Java, SQL, Dart
Frameworks and UI Toolkits: ReactJS, Bootstrap, Tailwind CSS, JavaFX, Node.js, Flutter
Databases: MySQL, SQLite
Tools: Git, GitHub, Figma, Azure DevOps, Google Colab, Firebase
Soft Skills: Teamwork, Problem-Solving, Communication, Adaptability, Time Management

ACADEMIC PROJECTS

SquadUp – Web App for Sports Events | Course project – **Software Engineering I**

- Developed the user interface using HTML, CSS, and JavaScript and implemented key frontend features, such as login/signup, event creation, and team management pages.
- Utilized the Azure DevOps platform for efficient project management and version control, following Scrum and Agile methodologies.
- Enhanced skills in communication, development, and teamwork through collaboration with a multinational team of seven classmates.
- Gained experience in team coordination, task management, and documentation writing.

ChatSphere – An AI Chatbot | GitHub Repo **|** Live Demo

- Designed an intuitive UI/UX with a responsive layout that works seamlessly across mobile and desktop devices, ensuring consistent user experience on all platforms.
- Engineered API integration with LM Studio to enable local AI model connectivity, protecting user privacy.
- Implemented comprehensive features including theme switching, chat history management, and LLM model selection.
- Showcased expertise in modern React patterns, API integration, state management, and component architecture.

Line Following Robot with Obstacle Avoidance | Course Project – **Robotics** | GitHub Repo

- Developed a line-following robot using the E-puck model in Webots with a PID controller for path tracking.
- Implemented obstacle detection using proximity sensors to stop or change course in response to obstacles.
- Utilized five infrared sensors to detect line position and ensure accurate line following.
- Controlled the robot’s sensors and actuators via Webots' Python API, enhancing hands-on experience with robotics.

EDUCATION

Bachelor of Science, Information Technology | University of Eastern Finland, Joensuu | Aug 2023 – Present
Diploma (Vocational), Information Technology | Shayan College of Modern Sciences and Technology, Pakistan | Jan 2020 – Nov 2020