M MOHAMMED AFFAN GHANI

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Career Objective

To become a successful expert in the field of Information Technology by channelizing my technical knowledge and skills to ensure personal and professional growth and to contribute to the prosperity of the organization.

Additional Skills

- HTML
- MS Office
- Adobe XD
- Figma
- Canva

Education

2022	**KRISTU JAYANTI COLLEGE** Bachelor of Science (Computer Science)
2019	**INDIAN ACADEMY** PRE-UNIVERSITY COLLEGE

Projects

Library Management System

A Project was given to make a management system Using VB.NET Using SQL/ORACLE Database.

- Was appointed as a Co-leader for the Project
- Group members had spend 6 hours a day programming and making documentation to share learnings
- Everyone were given different responsibility according to there comfort

Certifications

- Corporate soft skills Training
- Soft skill development
- Graphic designing
- UI/UX Designer course

Skills

- Communication skills
- Problem solving skills
- Team Player
- MS Office, Canva and Adobe Illustrator
- English proficiency (Written and Spoken)
- Confident and Self Motivated
- Web Designing
- Application Design
- PPT

Experience

**27 June2022 –
31 December 2022**

Computer Science Teacher in Tunbridge High School

For a duration of six months, I worked as a computer science teacher for classes 1-8. In this role, my responsibilities included lesson planning, delivering lectures, grading assignments, managing classroom behavior, and communicating with parents.

**01 January 2023 –
Till date.**

Operate Live as a UI/UX Designer

Operate Live is a IT company which build custom software products and tools that enhance, automate and optimise the quality of work. Also provide intership for freshers to gain knowledge in becoming a MERN Stack Developer.

- Working on Development in website and responsive designing in Adobe XD and Figma.
- Html5 and CSS3 used for making the design look better.
- Responsibilities included, UI Designing, Cross Browser compatibility, Mobile responsive, High fidelity design and User Interface.
- Prototyping and wireframing of the design.