Abdulkarim Ahmed Bobboi

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EDUCATION

The University of Buckingham, Buckingham, UK   **04/2023 – 04/2025**
Bachelor of Science in Computing   **Result:** First-Class Honours

- **Relevant modules:** Design and Analysis of Algorithms, Advanced Web Applications Development, Object Oriented Programming, Databases, UX Design, Software Quality Assurance

PROFESSIONAL EXPERIENCE

ZedSoft Limited, Leeds, UK   **07/2022 – 09/2022**
Software Engineer Intern

- Collaborated within a small Agile team to develop a user-friendly dashboard for a cryptocurrency platform using Vue.js and Bootstrap.
- Integrated RESTful APIs to facilitate seamless communication between the frontend and backend systems.
- Contributed to the design and implementation of the platform's PostgreSQL database to optimise data management.
- Conducted code reviews and collaborated with team members to maintain high-quality code standards.
- Participated in strategic meetings with company founders, including vendor evaluations and security consultations for data protection initiatives.

Aliph Technologies, Abuja, Nigeria   **12/2023 – 04/2023**
IT Intern

- Contributed to the setup of IT infrastructure for the relaunch of Nigeria Airways, focusing on digital systems and backend integration.
- Assisted in developing and supporting the booking system backend, ensuring functionality and scalability.
- Assisted with network configuration and infrastructure planning for the airline's operations centre.
- Contributed to procurement coordination and compiled technical documentation for internal use.

100Degrees Consulting Sheffield, Remote   **01/2024 – 06/2025**
Freelance Full-Stack Software Engineer

- Collaborated with a student-led non-profit to develop a full-stack platform to streamline mass personalized email campaigns to UK charities and non-profits.
- Worked across the full development lifecycle, from initial design and architecture to deployment and security testing.
- Leveraged modern web technologies to ensure scalability, maintainability, and ease of use.
- Delivered a functional platform with clear documentation, receiving strong internal feedback and being prepared for team-wide onboarding.

PROJECTS

Go Game Web Application | *Vue.js, Bootstrap, JavaScript*   Website | Source

- Designed and developed a browser-based platform for playing and analysing the board game Go, as part of my final year project.
- Implemented a responsive frontend using Vue.js and HTML5 Canvas, supporting multiple board sizes (9x9 to 19x19) with real-time gameplay.
- Engineered core features including scoring logic, ladder solving, and detection of seki and neutral regions using flood-fill and boundary analysis.
- The project was awarded a First-Class grade and demonstrated my skills in algorithm design, UI development, and full-stack problem solving.

180connect | *React.js, JavaScript, Python, FastAPI, PostgreSQL, Bootstrap*   Website

- Co-developed a full-stack web platform for 180Degrees Consulting Sheffield to send personalised emails to charities and non-profits in the UK.
- **Frontend**: ReactJS + Bootstrap, deployed via **Vercel**.
- **Backend**: Python with FastAPI, deployed on **Render**.
- **Database**: PostgreSQL (serverless via **Neon**).
- Focused on security, implementing authentication, protected endpoints, and conducting thorough testing.
- Delivered a working solution that received strong internal feedback and is being prepared for onboarding.

Conway's Game of Life | *C, CMake, SDL*   Source

- Developed a modular C program to simulate Conway's Game of Life.
- Used SDL for real-time graphical rendering of the simulation.
- Structured the project with multiple source files and used CMake to build the project.

9X9 | *React, TypeScript, Bootstrap*   Website | Source

- Built a lightweight web application that allows users to download high-resolution images from IIIF (International Image Interoperability Framework) manifests as PDF or ZIP files.
- Integrated libraries like jsPDF and JSZip to handle dynamic file generation and download workflows.
- Focused on responsive design and intuitive UI.
- Strengthened skills in API consumption, client-side file processing, and user-focused interface design.

SKILLS

- **Languages:** English, Hausa, Fulfulde.
- **Programming languages:** Python, C/C++, JavaScript, SQL, HTML
- **Technologies:** React, Vue, Git, Vercel, PostgreSQL, Node, Bootstrap, TaiwindCSS

AWARDS

Rhodri J. Jassim Prize for Best Performing Student in Part I Examinations.   **04/2024**
The University of Buckingham