

Mohammad Abdullah

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An ambitious and resourceful first year undergrad with a deep interest in technology and software who is willing to learn and follows his passions closely.

TECHNICAL SKILLS

Java	Data Structures	GitHub	CSS
Python	Algorithms	GameMaker	HTML
SQL	Git	Microsoft Tools	

LANGUAGE : English (Fluent), Hindi (Fluent), Urdu (Fluent), Arabic (Basic)

EDUCATION

Bachelors in Computer Science and Management (2023-2027)

King's College London

FELLOWSHIP

Headstarter AI

Building 5 AI projects in 5 weeks using the tech stack: HTML, CSS, JS, AWS, OpenAI, StripeAPI

PROJECTS

Cell Simulator

Feb 2024 - Mar 2024

I have used JavaFX to build a front-end while Java for the back-end of this simulator environment to test the survival of 4 different species of custom cells and then generate a statistical report on their population changes over the generations the simulator was run.

Billing and Inventory Management System

Jun 2022 - Aug 2022

In order to make it easier for local vendors to digitize their inventory management my python based system is built to ease their transition. Its seamless use of file concepts, database management and functions allows for a application that is user friendly and accurate.

Email Summarizer, Reply and Organizer System

Mar 2024 - Present

A Java application that retrieves emails from your account, cleans them and presents you a summary of them. It then organizes them in terms of importance and generates replies for each of them using an AI Model.

Game Studio

Mar 2024 - Present

I am currently in the process of establishing an independent game studio to build a linear story driven 2d action adventure game which is currently in pre production phase. We are using GameMaker software as our engine which is based on C/C++ foundations.

EXTRACURRICULAR ACTIVITIES

University of Cambridge- Unibots UK 2024

Mar 2024

Participates in the robotics competition at Cambridge University where our team won 3rd place against the 15 other teams that took part. Was part of the robot vision and movement planning team and had my first on hands experience with Arduino and practical applications of python.

Citadel Terminal Competition for Competitive Programming

Took part in their selective competitive programming competition to build algorithms using Java to play a tower defense strategy game against 32 of the best teams across Europe. We were ranked among the top 8 teams. Learned hands on about teamwork and competitive programming helping hone my coding skills.