RAJ MOHAMMAD

Portfolio | LinkedIn | GitHub | HyperionDev Portfolio

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A motivated and ambitious individual currently studying BSc in Computer Science, and looking to pursue a career in software development with a keen interest for Artificial Intelligence, Frontend Development and Fin-Tech. I am a quick and passionate learner, always trying to strive for improvement and have the skills necessary to perform in teams as well as individually.

PROGRAMMING PROJECTS

FakeStore (E-Commerce Site) – React.JS, HTML, CSS, JavaScript [Link] [GitHub]

▸ An extensive E-Commerce website built using React that mimics API data fetching by using local JSON file.
▸ Includes responsive and interactive designs for landing page, browse page, product page, and basket page.

Song Downloader (Terminal Application) – Python [GitHub]

▸ Application that uses Spotify API with OAuth2 authentication to get user playlist data and Youtube API to download songs.

King's Certificate: Improving the Online Shopping User Experience (UX) – HTML, Bootstrap, C# [GitHub]

▸ Conceptual website for online shopping service developed using ASP.NET (MVC) and Git, incorporates research into user psychology, customer centricity, and responsiveness of web design
▸ Worked on the frontend development for landing page, items page and browse page as well as adding a dynamic navigation

National University of Singapore High-School: Hackathon 2020 (U-Receipts) – HTML, Bootstrap/CSS, C#, SQL [GitHub]

▸ Developed a receipts-storing web application in a time-restricted and collaborative environment
▸ Constructed frontend designs for landing page, dashboard, and information display pages; contributed to backend.

EPQ: Designing and Making the 'Perfect' Game – C#, Unity, Amazon Web Services (AWS)

▸ Prototype first-person shooter with client-server architecture hosted on AWS (Linux Server) for integrated multiplayer.
▸ The game includes wall-running, mantling and parkour stunting; inspired from my exposure to game development.

EDUCATION

HyperionDev | Software Engineering Bootcamp
December 2022 - Present

▸ Python and SQL, Natural Language Processing, data-driven web applications, system designs, source version control, backend web development

King's College London | Undergraduate
October 2022 – Present

▸ BSc Computer Science

King's College London Mathematics School | A-Levels
September 2020 – August 2022

▸ Mathematics (A*), Further Mathematics (A*), Physics (A*), EPQ (A), AS Computer Science (A)
▸ British Informatics Olympiad, Senior Maths Challenge (GOLD), Senior Kangaroo Maths Challenge, King's Certificate (Distinction), NUSH Hackathon (2nd place), BPho Senior Physics Challenge, Bebras Computing Challenge

Beths Grammar School | GCSE
September 2015 – August 2020

▸ 12 GCSE 9-8; Maths 9, Further Maths 9, Physics 9, Computer Science 8, English Language 8
▸ DofE, Honours Tie, Mathematician Award, General Excellence Award, English Speaking Endorsement (Distinction)

EXPERIENCE

Frontend Simplified Internship

▸ Transformed a static HTML, CSS, JavaScript and React single page application into an interactive user interface using animations, transitions and carousels.
▸ Processed API request using Axios to dynamically represent data from a cloud server and represent it using skeleton loading states, pagination, and dynamic routing.
▸ Utilised Git version control and GitHub interface to work in a virtual and collaborative environment.

Frontend Development Support

▸ Supported a community of 1,000+ students learning HTML, CSS, Flexbox, JavaScript, and React best practices.
▸ Simplifying difficult programming concepts (responsiveness, CSS Layout, Promises, Async, API requests)

SKILLS

- HTML5, CSS3 (+SCSS, BEM), JavaScript ES6+, Typescript
- Python, Java
- React (+ hooks), Next.js, Redux, Bootstrap
- Git, NPM, Firebase v9, Yarn, React dev tools, GitHub

- Communication, collaboration
- Problem solving, critical thinking
- Analytical skills, presentation
- Time management,