

Sara Ali Ahmed

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Profile:

A Computer Science student who is fascinated by technology. Learning about the industry and constantly keeping myself up to date with recent tech is what I like to do to be proactive. I am a detailed oil painter that loves a challenge to take me out of my comfort zone and make me try new things. This has strengthened my coding skills as I'm eager to take on tough challenges and adapt when learning to write different programming languages.

Education:

2020 – present Kingston University

BSc (Hons) Computer Science (Grades pending)

- 2nd year: 92%
 - Computing Systems (90%), Database-Driven Application Development (89%), Programming II (100%), Professional Environments 2 (90%)
- 1st year: 91%
 - Computer Fundamentals (93%), Requirements Analysis and Design (91%), Programming I (96%), Professional Environments (84%)

2014 – 2020 St Augustine's CE High School

8 GCSEs, grades 8-6, including Maths and English.

A-Levels: Maths (B), Art (A*) Cambridge Technicals: IT (Distinction)

Professional Experience:

September 2021 – present Academic Mentor

- Supported first-year Computer Science students in their learning by providing tips and tricks to aid their understanding of content.
- Participated in workshops to cover content and revise materials with first-year students for their upcoming exams.
- I built relationships with students and provided them with the support and guidance they needed, allowing them to be comfortable around me.
- Collaborated with other mentors in workshops by preparing exam questions or leading a session to help first-year students.

June 2022 – September 2022 Retail Assistant: CEX

- Worked alongside colleagues to provide customer service to customers looking to buy and sell electronics. This improved my customer service skills and communication skills.
- I could work under pressure during peak hours and remain attentive to detail.
- Consistently kept myself up to date with new and emerging technologies. This allowed me to answer customer queries and expand on my commercial knowledge.
- I was involved in stock control and management, stocking shelves with merchandise.
- Responsible for processing payments and dealing with refunds.

December 2020 – May 2022 Co-president of Kingston's Computer Science Society

- Revived the Computer Science Society at Kingston University with classmates to try to provide a community for anyone interested in technology.
- I have to coordinate the committee, make sure everyone is aware of what is happening and organise meetings to provide content and events for our members.
- Organised events for members of the society to get to know each other and engage in discussions about technology.

April 2021 – August 2021 Codeninjas: Sensei

- Aided kids aged 5-14 in their learning of simplified coding fundamentals, for example, sequencing, loops and creating variables through building games. Developed my communication skills as I was required to break down concepts in a way each child would understand.
- We used Scratch, a block-based program to teach children to build fun and exciting games.
- I led multiple summer camps over a week, teaching the basics of video recording and editing. I adapted the content in every camp to fit the kids' ability to grasp concepts.
- I was given the opportunity to speak at Ursuline High School about my experience as a female in tech and my role at Codeninjas.

August 2019 (1 week) Vodafone Group Plc: Code Like A Girl coding course

- Created a website in 4 days that would compete with other teams. Needed to adapt and work in an agile environment.
- Learned how to use GitHub, Atom and to program in CSS, HTML and JavaScript, which I had a basic knowledge of from my work experience at Modulr.
- I oversaw the JavaScript code helping to strengthen my coding skills.
- As a group, we reviewed our code every day, and I made sure our code was submitted on Github by each day. This demonstrates great leadership and open communication.
- My team won and our website was used for the coming year's Code Like A Girl workshop.

July 2019 (1 week) Modulr Finance: Technology Intern

- Shadowed different roles in Modulr, including front-end and back-end developers and QA testers.
- I was able to ask each department and different developers many questions on their daily work and the problems they may face.
- Given a project to create an Alexa skill by the end of the week and briefly learned HTML, CSS and JavaScript to make a small website.
- Independently researched and tested ways for an Alexa Skill that was easy and fun to try. I created the Alexa Skill to get Alexa to relay a joke if a user said a particular command.
- Learning different programming languages has helped me build a foundation on how to create a website and understand the different languages used, developing my technical skills and furthering my interest in coding.

Technical Skills:

- Experience in Python, HTML, CSS, JS, JQuery, Java OO, Java Swing, AJAX, PHP and SQL
- Created a Blackjack game using Java OO, a desktop application using Java Swing and a fully functioning website.
- Adobe Photoshop to manipulate images
- Experienced in using all Microsoft Office programs such as Word, PowerPoint and Excel

Extra-curricular activities/Hobbies:

- Completed Mandarin 2 at Kingston University
- Completed Mandarin 1 at Kingston University – 92%
- Academic Mentor at Kingston University
- Course rep at Kingston University
- Co-president of Kingston's Computer Science Society
- Attended the Artificial Intelligence Exhibition in Barbican
- Attended a codex talk at the British Library
- Won the Young Artist Award 2020 for The Royal Academy of Arts
- Won the Students Prize 2020 for The Sovereign Art Foundation

References

Available on request