

SAFEE MAHOMADE

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WORK EXPERIENCE

Administrator & Junior Web Developer | TopOne Salon Richmond Jan 2017 – Present

- (Jan 2017 – Sept 2022): Managed salon operations, including budgets, stock management, employee oversight, and pricing strategies.
- (Sept 2022 – Present): Took over technical responsibilities, including maintaining and optimizing the website, troubleshooting, and enhancing user experience through various design and adjustments to the website including the booking forms, increasing online bookings by 22%
 - Collaborated with SEO specialists, resulting in a 55% increase in website traffic.
 - Currently developing a full-stack booking application to streamline client interactions, catering to customer preferences for texting over phone calls, aiming to reduce manual booking processes by 35%

Sales Assistant | WHSmith, Richmond & Clapham Sept 2021 – May 2022

- Managed the store independently, overseeing stock, adjusting prices, and fostering strong customer relationships to enhance the in-store experience.

EDUCATION

City University of London, England Sept 2019 – Sept 2022 BSc (Hons) Computer Science, Class II Upper Division (2:1)

TECHNICAL SKILLS

- Programming Languages: **C#, C++, Java, Python, HTML, CSS, SQL, Type Script**
- Web Development: **React, Wordpress**
- Game Development: **Unity, Unreal Engine**
- Tools & Technologies: **Git, Visual Studios, IntelliJ, Xampp, Powershell, UML Diagrams**
- Database Technology: **MySQL, Supabase**
- Frameworks & Libraries: **Ant Design, Bootstrap, Tailwind**

TECHNICAL PROJECTS

Full-Stack Booking Application (Ongoing) | React Native, Supabase, Tailwind

- Developing a full-stack booking app for TopOne Salon to streamline bookings and improve customer experience by integrating SMS-based communication. Using Type Script and SQL.
- Avoiding the need to manually book by phone or e-mail, whilst achieving enhanced communication and quicker responses between the client and staff

Monster Hunter (Final Year Project) | Unity, C#, Visual Studio, Aesprite (Pixel Art)

- Created an advanced game using C# and Unity, focusing on AI development and complex algorithms.
- Unity remains the game engine of choice, with 61% of developers surveyed using the platform.

Team Project, Full Stack (Bapers) | MySQL, IntelliJ GUI, Xampp, Java

- Led a team of 7 in planning and developing the project using UML diagrams and Java, increasing team efficiency by 28.6%.
- Designed the user interface with IntelliJ GUI and optimized the database for better performance.
- Refined and troubleshooted the project in 2024, ensuring smooth functionality.

RobotWars | C++, VS Code

- Engineered a robot simulation game using C++ to optimize robot movement algorithms.
- C++ remains vital in the programming world, with 23% of developers still using the language in 2024.