SAFEE MAHOMADE

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EDUCATION

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

WORK EXPERIENCE

Administrator & Receptionist | TopOne Salon Richmond   Jan 2017 - Present
- Coordinated administrative tasks, including scheduling and inventory management reducing client wait times by 20%, keeping everything in order is what reduces the wait times.
- Delivered exceptional customer service, ensuring a positive client experience.
- Improved appointment accuracy by 15% through effective management of the reception desk operations.

Sales Assistant | WHSmith, Richmond & Clapham   Sept 2021 – May 2022
- Operated the store, handling customer queries, sales, and inventory management, resulting in a 10% increase in monthly sales.
- Completed tasks within set timeframes, contributing to a 25% reduction in customer complaints.
- Improved customer service skills by ensuring a seamless shopping experience, which increased customer retention by 15%.

PROJECTS

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 (Bapers) | SQL, IntelliJ GUI, Xampp, Java
- Led a team to develop a comprehensive application using XAMPP, SQL, Java, and IntelliJ, increasing team efficiency by 33% through effective communication.
- Designed and implemented the user interface with IntelliJ GUI, optimized the database
- management system using SQL, and streamlined backend functionality with Java.

RobotWars | C++, VS Code
- The game simulates robots moving on a grid based on commands read from an input file
- C++ remains vital in the programming world, with 23% of developers still using the language in 2024.

2D Zombie Shooter | Java, IntelliJ, CityEngine40
- Created a 2D shooter game, the first developed using City University's Java-based engine.
- In 2024, 30.3% of developers rely on Java for projects.

RoadCrossing | Unity, C#, Visual Studio
- Developed a mobile game with swiping controls, enhancing skills in device management and user interaction.
- Surveys indicate, mobile gaming dominance, with 70.4% respondents playing via smartphone.

TECHNICAL SKILLS

- Programming Languages: **C#, C++, Java, Python, HTML, CSS, SQL, OOP.**
- Tools & Technologies: **Git, Unity, PowerShell, Haskell, Unreal, Wordpress, UML Diagrams.**
- Soft Skills: Technical proficiency (HackerRank & Leetcode), Efficient Task Completion, Team Collaboration.