

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 28%, keeping everything in order is what reduces the wait times.
- Delivered exceptional customer service, ensuring a positive client experience.
- Enhanced appointment accuracy, ensuring customers receive correct information 9 out of 10 times by effectively managing reception desk operations.

Sales Assistant | WHSmith, Richmond & Clapham

Sept 2021 – May 2022

- Operated the store, addressing customer queries, sales, and inventory management, leading to a 14% increase in monthly sales by ensuring shelves were consistently stocked.
- Opened the shop 40mins early to complete tasks within set timeframes, contributing to a 66.6% reduction in customer complaints.
- Improved customer service speed and problem-solving under pressure, leading to a 25% increase in customer retention.

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, Full Stack (Bapers) | SQL, IntelliJ GUI, Xampp, Java

- Led a team to develop a comprehensive application using XAMPP, SQL, Java, and IntelliJ, increasing team efficiency by 27% 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, Computer Trouble Shooting, Computer Building