



Mohammad Tanzeel Ur Rehman

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👤 Github: <https://github.com/tanzeelkhan95>

📅 Date of birth: 17/06/2000 🇵🇰 Nationality: Pakistani

ABOUT ME

Computer Science Graduate having vast experience in multiple programming languages and other sets of digital skills. Enjoys creative problem solving and getting exposure on multiple projects. Loves to work as a team and getting my tasks done as smooth as possible.

WORK EXPERIENCE

[01/09/2018 – 01/04/2019]

Intern and Teacher Assistant

Westminster Academy

City: Islamabad

Country: Pakistan

1. Managed Attendances of teachers and students through Microsoft excel and worked as a receptionist
2. Teacher Assistant for GCE A-levels Math's and Computer Science students

For reference the following link shows the certificate of completion:

https://drive.google.com/file/d/1nwjyn6liAAxHFR3bczaeGrT4ZRr1_xPI/view?usp=sharing

[15/07/2022 – 15/09/2022]

Web Developer Intern

Lime Light Renhold

City: Oslo

Country: Norway

Completed tasks such as creating 3D CSS Flip cards using SCSS preprocessor, customizing to advertise a product. Creating a responsive web design | webpage portfolio with JavaScript and Bootstrap and Designing a webpage featuring CSS parallax scrolling effect.

For reference the following link shows the certificate of completion:

<https://drive.google.com/file/d/1JLS8zdvaKjypAh95nwd3xhvcG9ziF2Te/view?usp=sharing>

EDUCATION AND TRAINING

[01/09/2014 – 30/08/2018]

GCE O Levels and A Levels

Westminster Academy www.westminster.edu.pk

Address: Islamabad, Pakistan

[01/09/2019 – 27/01/2023]

Bachelor's Degree in Computer Science

University of Debrecen www.edu.unideb.hu

Address: Debrecen, Hungary

DIGITAL SKILLS

Programming Languages

Java | C | C# | C++ | Python

Web Development

PHP | NodeJS, Express, MongoDB | Handlebarsjs | CSS3 | Javascript | Embedded JavaScript (EJS) | Bootstrap | JSON | HTML5

Others

MATLAB | 3D Printing & Modeling (tinkerCAD) | Game Development (Unity) | Basics of R | Cloud Computing | Mobile App Development (Android Studio) | MySQL | Machine Learning / Reinforcement Learning | Selenium

PROJECTS

Coin Game (Java FX) for Software Engineering Project

https://github.com/tanzeelkhan95/javafx_project

This Game was made with Java FX. Originally made in GitHub Classroom as a project for Software Engineering and Technologies subject. The game is played on a 4*4 cell board. Initially the four coins are placed in the middle. The goal of the game is to move each coin to a corner cell. In a move, one of the coins must be moved either horizontally or vertically by 1, 2, or 3 cells. A coin can be moved if and only if all of the following conditions hold:

1. It is adjacent to one or more coins either horizontally or vertically and The target cell is empty and all cells between the coin and the target cell are empty.
2. When a new game is started the program must ask for the name of the player.

Web App Development (Thesis Project)

<https://github.com/tanzeelkhan95/Thesis-Project>

My thesis work focused on a full-stack development project where I built an e-commerce web app using Visual Studio Code IDE. For the frontend, I designed and developed the web app to be responsive across different devices using HTML, CSS, Bootstrap and JavaScript. On the backend, I created a server utilizing JSON and REST APIs, and for data storage, I employed a database system like MongoDB to store customer login information, addresses, and order history. To ensure enhanced security, I implemented AES encryption for encrypting customer login passwords, ensuring that passwords remain inaccessible to managers while handling customer data.

Automation Testing Using Selenium

<https://github.com/tanzeelkhan95/SoftwareTestingProject>

Swag Labs Website Automation Testing project. For this project, I employed the Selenium Framework and tools like Cucumber to test the features of a demo website called saucedemo.com, covering login scenarios, incorrect combinations, categories, and checkout functionalities.

Amongus Runner (Project 1) for Software Methodologies

<https://github.com/unidebSDMGroup/AmogusRunner>

A group project of a small game made for Software Methodologies subject using Unity and C# class involving a player chasing and AI player and having to dodge obstacles. The objective of the game is to gain the highest score.

Media Player (Project 2) for Software Methodologies

<https://github.com/unidebSDMGroup/MediaPlayer>

A Group project for Software Methodologies subject made by using Java FX, the project is a video editor allowing a user to import videos, images and audio files and place them on the screen in the positions they want aswell as mute and unmute audio.

CERIFICATIONS

[21/05/2020] **Cisco CCNA Routing and Switching: Introduction to Networks**

[20/05/2023] **Career Essentials in Software Development by Microsoft and LinkedIn**

[21/05/2020] **LambdaTest Test Automation Professional Certificate**

HONOURS AND AWARDS

[21/05/2020] **Letter of Merit Awarding institution:** Cisco, University of Debrecen

A letter of merit signed by Cisco CEO Chuck Robbins that is awarded for scoring 75% or above on the course final exam, acknowledging the excellence achieved.

VOLUNTEERING

[01/07/2017 – 01/08/2017] **WWF International Eco-Internship Programme** Islamabad, Pakistan

LANGUAGE SKILLS

Mother tongue(s): Pashto

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

Urdu

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2