Tarikh Mukhtar

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PERSONAL PROFILE

A Computer Science graduate, with a background as a Software Engineer experienced in coding Google Play apps, websites, and games. I am currently looking for a graduate scheme to help launch my career.

TECHNICAL SKILLS

- Coding: Python, Java, PHP, HTML, CSS, JavaScript, C, React JS
- Technologies/Environment: Dataiku, MYSQL, Git, Django, OpenShift, Expo

WORK EXPERIENCE

More Life Home | Software Engineer

More life home is an environmentally friendly focused non-profit organisation. I was responsible for the development and design of the company website; I also worked to optimise the website for maximum user experience and engagement. I steered decisions around the development of priorities and campaigns, as well as contributing to the websites blog posts.

JP Morgan | Virtual Experience

I worked on a dashboard for traders during my internship at JP Morgan. Using data on a JP Morgan platform, I learnt how to navigate the new software, do meaningful analysis, and worked on a dashboard to summarise my findings.

GE Explorer | Virtual Experience

I participated in a digital technology analytics program to give me an insight into careers in data engineering and data visualisation. I developed my data visualisation skills on the programme, we used data to create a run chart and KPI (key performance indicators) tables based off simulated Aviation data.

EDUCATION

BSc Computer Science, Queen Mary University   [Sep 2019 – July 2022]

- Degree Classification: First Class

A Levels, Royal Greenwich Trust School   [Sep 2017 – July 2019]

- Maths: A
- Computer Science: A
- Further Maths: D

PROJECTS

Companion

I used React Native and Expo CLI to create a Google Play app, while working on Companion I gained a plethora of skills and experiences. I dealt with ethical and legal issues like user location, asynchronous storage, and permissions. I also gained valuable insights to aspects of software development like app speed, loading times and unexpected user behaviour. Using the React Native framework allowed me to further my knowledge of JavaScript and CSS.

FDM - Scheduling App

As part of my Software Engineering group project, I worked as part of a team to create a desktop app using Java and Java FX. The module involved several client meetings where we got the opportunity to present our research, prototype, and gain insights into a career in software engineering. As part of our assignment, we were also tasked with creating UML diagrams, producing functional and non-functional requirements, and using design patterns like the singleton pattern and model-view controller. One of the most valuable skills I gained through this was working as part of a team – discussing ideas, valuing others' opinions, and learning as well as helping others.