

About me

Passionate and dedicated professional in programming, software development, and computer science. Experienced in creating innovative solutions with a strong foundation in languages and frameworks. Committed to delivering high-quality software applications, continuously expanding knowledge, and staying updated on industry trends. Possesses problem-solving and analytical skills, approaches challenges logically, and enjoys collaborating in team environments. Committed to lifelong learning and actively seeks opportunities to refine skills.

Technical Skills

Programming Languages: Java, JavaScript, PHP, SQL, HTML, CSS, Python, Visual Basic

Technologies/Frameworks: Node.js, Express.js, Socket.io, Git, JUnit, Retrofit, GSON, MySQL

Developer Tools: Visual Studio, VS Code, Eclipse, IntelliJ, Android Studio, phpMyAdmin, GitHub, xampp

Personal Projects

Cool Surveys Web App ([GitHub Repository](#)) | PHP, JavaScript, MySQL, Chart.js

Apr 2023

- Developed a **Full-Stack** web application for my university dissertation.
- Utilised **PHP** for backend, **HTML**, **CSS**, and **JavaScript** for frontend, and **MySQL** with relational database.
- Implemented **CRUD** operations, password **Hashing and Encryption** through **PHP**, responsive and clean user interface and experience, generated graphics and charts with **Chart.js** library.
- Proactively used the **Agile** framework with **Trello** to plan, develop, and test the application creating a complete product.

Park It Android App ([GitHub Repository](#)) | Java, Android Studio, GSON, GMaps API

Feb 2023

- Built a responsive mobile app using **Java** and **Android Studio** that allows users to keep track of their cars.
- Utilised **Retrofit** with **GSON** to facilitate data from **Google Maps API**, allowing for a functional map within the app that shows your current location and your cars location.
- Integrated common **UI design patterns** within apps such as **Bottom Navigation** with **Center Stage Layout**.
- Incorporated app storage through phones local storage and **Shared Preferences**.

Elemental 4 Web Game ([GitHub Repository](#)) | JavaScript, Node.js, Express.js, Socket.IO

Apr 2022

- Developed a web game using **JavaScript** and **HTML5 Canvas**, featuring **Real-Time Multiplayer** for University team project module.
- Utilised **Node.js**, **Express.js** for backend and hosting, **Socket.IO** for **Client-to-Server** connection, and **MySQL** with relational database for user and game data.
- Built a **Custom Game Engine** from **Pure JavaScript** with an Animation System, Effects System, Graphics and Utility System, Sound and Music, Accessibility features, Real-Time Multiplayer Connection.
- Effectively **Coordinated** and **led** a team of 10 members using **Kanban** and **Agile** framework, resulting in a final project grade of **73%** and achieving the **highest grade** within the module.

Education

Aston University | BSc in Computer Science | Upper Second Class Honours (2:1)

Sep 2020 - Jul 2023

Relevant Modules: Computer Systems, Object Oriented Programming, Data Structures, Algorithms, Linear Algebra, User Interface Design, Basics of Artificial Intelligence, Software Engineering, Database Systems, Mobile Design and Development, Software Project Management

Work Experience

Quality Assurance | Codemasters, Birmingham

Jan 2019 and Jan 2020

Two week work experience placement at Codemasters – gained experience within the QA department with hands-on experience into gaming software development and quality assurance. Contributed to a game going through active development.