# **UMAR RAJPUT**

## Software Developer

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- Redditch, UK

## **SUMMARY**

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.

#### **PROJECTS**

## Cool Surveys Web App

**=** 04/2023

https://github.com/umarraj008/Survey-Tool

- 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

**=** 02/2023

App https://github.com/umarraj008/Car-Parking-App

- 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 Lavout.
- Incorporated app storage through phones local storage and Shared Preferences.

#### Elemental 4 Web Game

**m** 04/2022

https://github.com/umarraj008/Elemental4Game

- Developed a web game using JavaScript and HTML5 Canvas, featuring Real-Time Multiplayer for University team project module.
- Utilised Node.js, Express 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 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**

## **BSc Computer Science**

#### **Aston University**

**m** 09/2020 - 07/2023 Birmingham, UK

#### Relevant Modules:

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

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## **SKILLS**

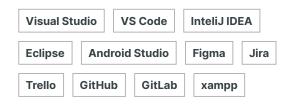
#### **Programming Languages**



#### Frameworks and Technologies



#### **Developer Tools**



#### **WORK EXPERIENCE**

#### **Academic Tutor**

#### Remote

**=** 01/2024 - 06/2024 Birmingham, UK

Provided academic support and guidance to peers. Assisted with coursework, assignments, and exam preparation. Offered constructive feedback to improve academic performance.

## Quality Assurance Engineer

## **Codemasters**

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.

# IT Internship

#### **BT Group**

Rotated within different teams in BT to gain insight into various technical functions including network planning, network support, product management, and mobility solutions

# **CERTIFICATIONS**

## Learn React Course by Codecademy

https://www.codecademy.com/profiles/Umar008/certifica tes/af00e5032d0a68cc84879983f5d8333b

Gained expert knowledge in React framework and application development. Provided by Codecademy.