

UMAR RAJPUT

Software Developer

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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

Calendar App - React Web App

📅 09/2024

🔗 <https://umarrajput.co.uk/Calendar-App/>

- Developed a **React-based** web app that allows users to add and manage events, providing search functionality by event title or date for **easy navigation** and organization.
- Implemented **responsive UI** design with both light and dark mode options, ensuring a **seamless user experience** across various devices and screen sizes.
- Integrated **state management** in **React** to handle dynamic event data, allowing users to view and modify events in **real-time** with an intuitive interface.
- Deployed the app online on my **personal website** (umarrajput.co.uk/Calendar-App/), showcasing both my development skills and hosting experience.

Cool Surveys - PHP based 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

🔗 <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 Layout**.
- Incorporated app storage through phones local storage and **Shared Preferences**.

Elemental 4 - JavaScript Multiplayer Web Game

📅 04/2022

🔗 <https://github.com/umarraj008/Elemental4Game>

- Led** a team of 10 developers to create Elemental 4, a **JavaScript**-based multiplayer web game, achieving the **highest grade** in the module (73%).
- Developed the game backend using **Node.js**, **Express**, and **MySQL**, implementing **real-time multiplayer** functionality with **Socket.IO** for seamless **client-to-server** communication.
- Engineered a **custom game engine** using **JavaScript**, including an animation system, sound/music integration, accessibility features, and various graphical utilities to enhance **user experience**.
- Coordinated the development process using **Kanban** and **Agile methodologies**, ensuring **efficient project management**, timely delivery, and deployment of the game on Heroku.

EDUCATION



BSc Computer Science

Aston University

📅 09/2020 - 07/2023 📍 Birmingham, UK

Grade

2:1 / 67%

SKILLS

Programming Languages

Java

React

JavaScript

PHP

C#

Python

HTML

CSS

MySQL

Frameworks and Technologies

Node.js

Spring

Express

JUnit

GSON

Retrofit

Socket.io

Firebase

Windows

Maven

Gradle

Docker

MacOS

Linux

Developer Tools

Visual Studio

VS Code

IntelliJ IDEA

Jira

Eclipse

Android Studio

Figma

Trello

GitHub

GitLab

xampp

WORK EXPERIENCE



Academic Tutor

Self Employed

📅 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

📅 01/2020 - 01/2020 📍 Birmingham, UK

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

📅 03/2017 - 03/2017 📍 London/Birmingham, UK

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

CERTIFICATIONS

React Course by Codecademy

🔗 <https://www.codecademy.com/profiles/Umar008/certificate/s/af00e5032d0a68cc84879983f5d8333b>

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

Create REST APIs with Spring and Java by Codecademy

🔗 <https://www.codecademy.com/profiles/Umar008/certificate/s/60f1edf0ac9368001c6025c4>

Gained expert knowledge in Spring framework and API development. Provided by Codecademy.