Tamoor Shahid

Email: tamoor_shahid@hotmail.com
Phone Number: +44 (0)7434 422 625
LinkedIn: TamoorShahid

EDUCATION

University of Manchester September 2018 –June 2023

BSc Computer Science (Graduation Year Expected: 2022)

Foundation Year: 76%. First year: 2:1.
Relevant Courses: Data Structures and Algorithms, Software Engineering,
Data Science, Artificial Intelligence, Database Systems, Machine Learning
Technical Skills: Python, JavaScript, Java, C++, Git, HTML, CSS, PHP,
Prolog, MySQL, Linux, Verilog

Luton Sixth Form College September 2016 –June 2018

A-levels: Maths, Further Maths, Physics, Computer Science, Beginner Japanese

RELEVANT EXPERIENCE

Eternal Ninja Gaming January 2016 - January 2017

Game Developer

- Developed the company's start-up game demo 'Princess of Desire' using Python in Ren'py.
- Collaborated with a small team with different backgrounds to produce a demo which was green-lit on Steam.

Challney High School for Boys June 2015 - July 2015

Computer Science Teacher Assistant

- Guided struggling students with basic Python concepts and learning other software during classes.
- Covered and taught lessons of 30 students each whenever the teacher was absent.

OTHER EXPERIENCE

Committee Leader of Manchester's Anime Society September 2019–Present

Treasurer | Technology Officer

- Doubled number of members from the previous year and retained 80% of interested members by end of the year.
- Reached out to companies to sponsor the society and planned events.
- Planned online events in response to Covid-19 for up to 50 people per event.

KFC May 2017 - September 2017

Team Member

- Communicated clearly to coworkers and management during shifts and used time management to keep up with increased demands.
- Listened to, addressed and resolved customer concerns, complaints and requests.

EXTRACURRICULAR ACTIVITIES

Manchester University's Robotic Society September 2020–Present
- Learning the basics of robotics, including programming, electrical and mechanical engineering.

Advent of Code December 2020
- Used algorithms and data structures such as binary search and quick sort in order to solve 50 puzzles.