

Abdirahman Mohamed

07904118356 | [LinkedIn](#) | [GitHub](#) | abdimohamed4101@gmail.com

EDUCATION

Queen Mary University of London (London, UK)

2023 - 2026

Bachelor of Science – BS, Computer Science

- Modules included: Software Engineering, Web Development, Procedural Programming, Algorithms and Data Structures and Object-Oriented Programming

Unique Sixth Form Learning (London, UK)

2020 - 2021

A-Level – Mathematics (A*), Biology (A*), Chemistry (A)

EXPERIENCE

Software Engineering Intern

Finsbury Accounting | *Typescript, Next.js, Tailwind CSS, Git*

June 2024 – August 2024

- Engineered a comprehensive system to automate the consolidation of users' monthly report data to replace manual spreadsheet processes.
- Integrated an intuitive dashboard for real-time data visualisation, significantly reducing manual effort and minimising errors.
- Collaborated with a team to enhance user experience by implementing an AI-driven chatbot, enabling users to navigate the website more efficiently and contact the appropriate team members based on their specific needs.
- Assisted in creating and running test cases to ensure software quality, identifying bugs as well as address and resolve issues, contributing to a smoother deployment process.

PROJECTS

Language Learning Webchat | *Typescript, Node.js, Next.js, React.js, Firebase, Socket.io, Docker*

- Developed a full-stack web application that allows users to select from a range of languages to improve their speaking skills through interactive real-time calls. polypal.org
- Designed a scalable system capable of handling multiple simultaneous user interactions.
- Ensured reliable performance of data management including features such as: authentication, database storage, creating and updating profiles.
- Implemented instant messaging and call features such as contributing to a seamless user experience.
- Achieved proficiency in integrating various technologies to create a cohesive and functional application.

Horse Race Simulator | *Java*

- Implemented a dynamic race simulation algorithm, allowing users to view real-time race progress with accurate movement and race conditions.
- Incorporated a randomisation feature to ensure unpredictability in race outcomes, enhancing user engagement and replay ability.
- Conducted thorough testing to validate the accuracy of the simulation, identifying and resolving any inconsistencies in race results.

SKILLS

Languages: *Java, Python, TypeScript, JavaScript, HTML/CSS*

Frameworks & Libraries: *React, Node.js, Next.js*

Developer Tools: *Git, GitHub, Visual Studio Code, IntelliJ, Terminal, Firebase, Docker*

CERTIFICATES

- *Entrepreneurship & Innovation: Web Development Job Simulation (Forage/ Moreton-Bay)*
- *Intro to ML: Language Processing (Google)*