Uzair Ahmed

hsuzaira1@gmail.com | (647)-573-5406 | LinkedIn: uzairahmedk | GitHub: UzairAhmedk | Website: uzairahmedk.com

SKILLS

Programming: SwiftUI (iOS), C,, Java, Python, JavaScript, HTML/CSS, C++, SQL, Node.js, React.js, MATLAB

Tools: Android Studio, IntelliJ, PyCharm, Eclipse, AWS, Jupyter Notebooks, Git, Bootstrap, Spring Boot, Agile

EDUCATION

Bachelor of Computing, COOP   **Ontario, Guelph**

Computer Science at University Of Guelph   *Expected Graduation, May 2027*

- o **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Combinatorics, Machine Learning, Artificial Intelligence, Object-Oriented Programming, Statistics & Applications

EXPERIENCE

Web Developer Intern   **Ontario, Mississauga**

MultiEmG   *April 2024 – Current*

- Developed and maintained company websites, enhancing functionality and user experience.
- Collaborated with the design team to implement responsive design and ensure cross-browser compatibility.
- Optimized website performance through code refactoring and efficient resource management.

PROJECTS

Barcode App   May 2024

- Developed a Barcode Scanner App in SwiftUI for efficient barcode scanning and decoding.
- Integrated real-time scanning with the device's camera for a seamless user experience.
- Optimized scanning algorithms and designed a clean, intuitive user interface.

Appetizer Menu App   May 2024

- Created an iOS Appetizer Menu App in SwiftUI with intuitive UI components for restaurants.
- Implemented cart management, secure account saving, and swipe-to-delete functionalities.
- Designed custom views, animations, and transitions for enhanced user engagement.

Apple Framework App   May 2024

- Developed a comprehensive framework app for Apple, adhering to Apple's design and development guidelines.
- Implemented core functionalities and UI components, ensuring high performance and scalability.
- Designed custom views, animations, and transitions to enhance user engagement and experience.

CERTIFICATIONS

SwiftUI Fundamentals - Updated For IOS 16

Sean Allen - 12.5 Total Hours   *June 2024 – June 2024*

- Gained comprehensive knowledge of SwiftUI principles and practices, updated for iOS 16.
- Completed hands-on projects to develop and refine skills in creating dynamic, responsive UIs.

C Programming For Beginners - Master the C Language

Udemy - 25.5 Total Hours   *Sept 2023 – Oct 2023*

- Acquired comprehensive knowledge of C programming basics, including data types, operators, control structures, and functions
- Utilized advanced C programming concepts like dynamic memory allocation, pointers, and data structures to solve complex problems,

Advanced C Programming Course

Udemy - 29.4 Total Hours   *Jan 2024 – May 2024*

- Gained in-depth knowledge of advanced C programming concepts, including pointers, memory management, data structures, and algorithm optimization.
- Applied advanced techniques in practical projects and exercises, enhancing problem-solving skills and coding proficiency in C.

Java 17 Masterclass: Start Coding in 2024

Udemy - 138.4 Total Hours   *Nov 2023 – Jan 2024*

- Gained proficiency in advanced Java 17 features, including lambda expressions, streams, and new enhancements.
- Developed scalable applications, utilized Java frameworks, and ensured code quality through thorough reviews and debugging.