

MAHBUB IFTEKHAR

Final Year Computer Science Student

@ mahbub2@iftekhhar.co.uk +44 7552 69 5272 +44 131 581 8775 Edinburgh, United Kingdom <https://www.mahbubiftekhhar.co.uk/>
in <https://www.linkedin.com/in/mahbub-iftekhar/> <https://github.com/mahbubiftekhhar/>

WORK

Supervisor

Shimla LTD (Shamoli Restaurant)

August 2017 – Ongoing Edinburgh, UK

- Main tasks: Managing staff, liaising with customers and suppliers. Handling enquiries and administration regarding the day to day operations. Conducting repairs and maintenance of IT equipment on the premises.

Computing Support Technician

The University of Edinburgh

May 2018 – August 2018 Edinburgh, UK

- Main tasks: to work as part of a team, efficiently carrying out maintenance and repairs on University computer equipment; upgrading existing infrastructure; planning for, then installing new equipment to improve facilities.

PROJECTS

Swipe 2 Sort - Final Year, Honours Project

Android Developer

August 2018 – May 2019 Edinburgh, UK

- Swipe 2 Sort is my final year project. A Kotlin Android app designed to make organising user's many photos simple and fun, it will be released on the Play Store towards the end of 2018.

JP Morgan Code for Good - 2018.

Database & HTML Developer

27th & 28th of October 2018 Glasgow, UK

- Code for Good is a 24 hour, competitive event which tasks a team to develop a solution for an NGO. My group developed a web application for Children with Cancer UK, which assists their patients to communicate with one another in a safe, user-friendly environment.

RoboTour - Autonomous Robot

Team Leader & Android Developer

January 2018 – May 2018 Edinburgh, UK

- The project involved working within a 7-strong group, designing and developing an autonomous robot from scratch, using an EV3 mind storm which was controlled by multiple Android Devices.

quickSMS - Kotlin Android App

Android Developer & Co-Creator

December 2017 – June 2018 Edinburgh, UK

- quickSMS is an Android App I co-developed with Alex Shand. quickSMS was written from scratch, using the emerging language, Kotlin. Studies were used to help design and improve the UI interface. The app has subsequently been published on the Google Play store for the public to enjoy.

Songle - Kotlin Android App.

Android Developer

September 2017 – December 2017 Edinburgh, UK

- The very first Android app I developed, Songle is a location-based game, where the user walks around collecting words in the University of Edinburgh central campus, obtaining the words by going close to markers.

LIFE PHILOSOPHY

*"Life is what YOU make of it, make it yours!
Make it great!"*

STRENGTHS

Hard-Working Passionate Dedicated
Timely Motivator Persuasive Leader
Confident Tolerant Driven Polite

Android Development
Software Development
Mobile Devices & Applications Networks
System Design Project Management

SKILLS

Android ●●●●●●●●
Kotlin ●●●●●●●●
Java ●●●●●●●●
XML ●●●●●●●●
Linux ●●●●●●●●
Python ●●●●●●●●
Git ●●●●●●●●
Software Testing ●●●●●●●●
SQL ●●●●●●●●
C++ ●●●●●●●●
Haskell ●●●●●●●●

HOBBIES

Technology Tennis Football Cars
Engineering Coffee Racing Movies
Music Learning

EDUCATION

B.Sc. with Honours in Computer Science

The University of Edinburgh

September 2015 – June 2019

- Expected - 1st Class Honours

High School

St Thomas of Aquins, RC High School

August 2009 – May 2015

- City of Edinburgh, Public High School