

# Anaf Ibn Karim

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## EDUCATION

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### Aston University

*BSc, Computer Science*

September 2022, Present

*Aston, West Midlands*

- Led a group project on Business in Computer Science, demonstrating effective delegation of tasks and responsibilities, conflict resolution, and problem-solving skills.
- Conducted a comprehensive presentation on the ethical implications, advantages, and disadvantages of digital piracy.

### King Edward VI College Stourbridge

*A-Level Computer Science, Graphic Communication and Mathematics*

October 2020, August 2022

*Stourbridge, West Midlands*

- Awarded the John & Janet Glazier Prize for Graphic Communication

### Oakwood School

*8x GCSE including Information Technologies, Graphics and Spanish*

May 2017, June 2020

*Horley, Surrey*

## PROJECTS

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### 2D Shooter Game – Python, Pygame

- Developed a 2d multiplayer shooter game in Python using the Pygame library.
- Followed the Software Development Life Cycle (SDLC) to ensure efficient and high-quality software production.
- Encountered a challenging issue with the networking aspect of the game, which required extensive troubleshooting and problem-solving skills.

### AProject – PHP, MySQL, HTML, CSS, JavaScript, Bootstrap

- Developed full-stack application with database where university students can upload software development project for others to view.
- Integrated user authentication and authorization system to ensure that only authorized users can upload, delete, or edit project details.
- Created a user-friendly interface using Bootstrap for students to browse and search for software development projects

*More projects on my website.*

## SKILLS

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- **General Skills** Problem solving, Teamwork, Organisation, Communication.
- **Programming Languages:** Python, Java, HTML, CSS, JavaScript, PHP, MySQL, LUA.
- **Frameworks/Libraries:** Pygame, JavaFX, NodeJS, TailwindCSS, Bootstrap.
- **Development Tools:** VS Code, Pycharm, IntelliJ, Figma, Git, Linux.