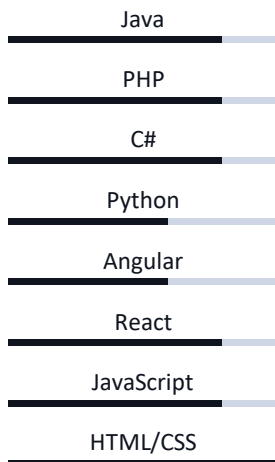


# UMAR RIAZ

SOFTWARE ENGINEER    111 HEATHER ROAD, LEICESTER, LE2 6DG, UNITED KINGDOM    07404018848

## ◦ TECHNICAL SKILLS ◦



## ◦ KEY SKILLS ◦

- Problem Solving
- Team Player
- Time Management
- Resource Management

## PERSON PROFILE

A versatile, high-energy software engineer with more than five years of experience, I am seeking a challenging role in a dynamic organisation where I can utilise my skills to create high-quality software and contribute to the success of the company.

## EMPLOYMENT HISTORY

### Software Engineer at University of Leicester, Leicester

March 2020

Currently working at the University of Leicester as full-stack software engineer, here my main responsibilities are

- Designing and developing software solutions.
- Collaborating with product management to define and prioritise product features.
- Conducting code reviews and provided feedback to team members
- Participating in requirement gathering, product design and planning meetings
- Delegating and supervising allocated tasks to my team.

### Solution Developer at University of Leicester, Leicester

January 2019 — December 2020

Worked as Graduate Placement Solution Developer. Here I was working on SharePoint SPFX webparts development for student intranet. Here I have worked on many domains like Front-end, .NET Core, Azure Functions, Microsoft Chatbots, React, Typescript, API Development, REST APIs and Microsoft Graph API. Practiced the learned skills and agile methodologies on organizational level. Learned teamwork and professionalism.

### Freelance Developer

June 2014 — December 2017

As a freelancer I was building projects from scratch, I learned dealing with different clients, problem solving and time management.

## EDUCATION

### Advanced Software Engineering with year in Industry, University of Leicester, Leicester

January 2018 — January 2020

**Core Modules:** Advanced System Design, Software Measurement and Quality Assurance, System Re-engineering, Service Oriented Architecture, Generative Development, Advanced Web Technology.

### BS(Hons) in Computing, University of Gujrat, Gujrat Pakistan

2010 — 2014

**Core Modules:** Object Oriented Programming, Data Structures, Operating Systems, Database Systems, Visual Programming, Parallel and Distributed Computing, Computer Architecture, Software Engineering, Object Oriented Analysis and Design, Artificial Intelligence, Analysis of Algorithms, Parallel and Distributed Simulation, Computer Graphics, Human Computer Interaction, Mobile Application Development.

## PROJECTS

Here is the list of some of my projects which I have worked on so far.

### **LeHMR (Leicester Health & Medical Data for Research)**

"LeHMR Online" is a simple platform that enables PIs, or nominated members of their team, to manage/submit metadata about their datasets (e.g., description, researchers, publications, data use conditions) so that they can be easily discovered by internal and external researchers.

**Url:** - <https://lehmr.le.ac.uk/>

I created this tool from scratch and designed database. This tool is created using CodeIgniter framework. I used html, bootstrap, CSS, and JavaScript for front- end and PHP for backend and MySQL for database.

### **DUC (Digital Use Conditions)**

"Digital Use Conditions" (DUC) is an operational data structure designed to standardise the way consent and use conditions (relating to any asset type) are computationally represented. A DUC structure that has been populated with asset information and consent and use conditions is called a DUC Profile.

**Url:** - <https://duc.le.ac.uk/>

I created this tool from scratch and designed database. This tool is created using CodeIgniter framework. I used html, bootstrap, CSS, and JavaScript for front- end and PHP for backend and MySQL for database.

### **Ontology Editor for Smartphones**

Developed the ontology editor for smartphones which allow user to create the ontologies, create classes, sub-classes, instances and add properties. One aspect of this project is to contribute to the on-going PhD research of the Archaeology Department of University of Leicester, Mapped their research findings to their Ontology with help of my application Back- end API.

**Technology used:** For the front-end I created React application used TypeScript, CSS, Bootstrap, office fabric UI. The backend API I created using Java and spring boot and the OWL API.

### **Jigsaw Puzzle**

A jigsaw puzzle game for android devices, in this game user can play jigsaw on own pictures from Gallery or Camera, its game board and designing are written in Java.

**Technology used:** Android studio, java

### **Text Filter**

Text Filter is an Android base and Desktop ICR (Intelligent Character Recognition) application, which convert image to text. User Take picture of any writing using mobile camera and this app give text from that picture. User can save and copy that text file. It supports 100 font styles of English alphabets with accuracy above 90 percent.

**Technology used:** Android studio, java, VB.NET, Tesseract OCR engine.

### **AMS Tile**

Developed attendance management tile for MyUol myday application. Through this tile students can view their attendance summary in doughnut chart, in the form of percentage, and user click on percentage icon or the chart specific part it navigates to the attendance detail page, where you can view the detailed list of events in that category.

**Technology Used** Angular, HTML, CSS and Chart.js for the front-end for back-end built an API using C# and Microsoft Entity framework.

### **References:**

Available on Request.