

Hamzah Patel

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EDUCATION

Manchester Metropolitan University

Graduating Jul. 2026

BSc (Hons) Computer Science (Predicted First Class)

Modules: Databases (100%), Mathematics for Computing(100%), Artificial Intelligence (92%), Computer Architecture (90%) Programming (88%), Operating Systems(86%), Algorithms & Data Structures (80%), Networks (78%)

President of MMU Computing Society | Captain of MMU Dodgeball | 4x Hackathon Winner

St Wilfrid's Church of England Academy

Sep. 2020 – Aug. 2022

GCE A-Levels: Computer Science, Mathematics, Business Studies

EXPERIENCE

Technology Intern

Jun. 2024

Bright Network (IEUK Programme)

- Formulated a **6-month** product strategy to increase **Monthly Average Users (MAU)** by **15%**
- Scoped the project roadmap through competitor **SWOT analysis**, analysing **user feedback**, and applying **Agile methodologies**
- **Presented** the final plan to a cohort of peers, delivering and incorporating constructive feedback.

Web Developer

Jul. 2019 – Aug. 2020

Lancashire Council of Mosques

- **Led** a complete website redesign using **HTML** and **CSS** to enhance **user experience (UX)** and visual appeal
- Managed all **site maintenance**, **content updates**, and hosting, ensuring high availability and performance
- **Collaborated** directly with organisational **stakeholders** to gather requirements, translating institutional objectives into a user-centric design

PROJECTS

Little Lemon API | Python, Django, Django REST Framework, MySQL, Git

May - Oct. 2025

- Developed a **RESTful API** for a restaurant **booking system** using **DRF** and **MySQL**
- Implemented **token-based authentication** and **group-based permissions** to **secure endpoints** for different user roles (e.g., Manager, Customer)

NeuroNote – Microsoft North Regional AI Hackathon | Next.js, TypeScript, V0, Python, Flask, Git Jun. 2025

- **Led** a 5-person team to **1st Place** (out of 50+ students) in a 4-hour, "**AI for Neurodiversity**" hackathon
- Championed the core concept and **built the front-end** for 'NeuroNote', an AI study assistant for learners with ADHD, using **V0** and **TypeScript**
- Integrated the UI with a **Python/Flask** back-end API to power features like AI-powered summarization and a gamified "Focus Timer"

Bank Statement Analyser | Python, Tkinter

Jun. 2025

- Developed a **personal finance tool** in Python with a Tkinter GUI to **parse bank statements** and provide users with actionable insights into their spending habits.
- Engineered a data-processing module to load and merge **multiple** bank statements, filter irrelevant entries, and automatically **categorize** transactions based on user-defined rules.

Lunchbox Mania | Java, Processing

2024

- Designed and developed a **complete arcade-style game** using **object-oriented principles** in **Java**, featuring a conveyor-belt mechanic where players fill lunchbox orders under time pressure
- Implemented a **level progression system** with increasing difficulty, including a unique **item rotation mechanic** requiring spatial reasoning to fit items into the lunchbox

TECHNICAL SKILLS

Languages: Python, C++, SQL (MySQL), JavaScript, TypeScript, HTML/CSS, Java

Frameworks: Django, Django REST Framework (DRF), Next.js, Flask, Tkinter, Processing

Developer Tools: Git, VS Code, Visual Studio, Insomnia, Linux, Docker

Libraries: pandas, NumPy, Matplotlib, PyTorch