

Hardik Gojiya,

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Portfolio: thehardik.com

Objective:

Aspiring computer scientist specializing in AI with a strong foundation in mobile application development, committed to leveraging skills in Java, HTML, CSS, JavaScript, and responsive design to create innovative and user-centric solutions. Eager to contribute to a dynamic team where I can further develop my technical abilities.

Skills:

Java Programming

Python Programming

Proficient in HTML, CSS, JavaScript and PHP

Database Management

Mobile Application Development

Version Control with Git

Education:

BSc (Hons) Computer Science (Artificial Intelligence)

Keele University, Expected Graduation: May 2025

Projects:

Crazy Golf Scorer App (Coursework Project)

Developed a mobile application to track scores for Crazy Golf, focusing on user-friendly design and accessibility for a diverse user base.

Implemented features like dynamic player name entry, game history, and automated date selection, utilizing Java for Android.

Basic Paint Application (Coursework Project)

Created a simple, intuitive paint application enabling users to draw and design with basic tools such as lines, rectangles, ovals, and freehand.

Integrated functionality to adjust drawing size, utilize a fine or coarse grid, and select colors, improving user control and experience.

Designed the application with a clear and easy-to-navigate interface, featuring options to clear canvas and an 'animate' feature to bring drawings to life.