Rakan Rouchdi

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Currently pursuing a Bachelor of Science in Computer Science at the University of Leeds, UK. I am engaged in applying technical skills to solve complex problems and drive technological advancements. With a foundation in software engineering and a proven track record in project management, I strive in developing innovative solutions that enhance user experience and operational efficiency. My background includes successfully launching and managing a high-traffic online game server, showcasing my ability to lead, innovate, and execute in high-stakes environments.

Skills:

- Python | HTML | CSS | Java | JavaScript | C | OOP | Bootstrap | Game Development | Frontend | C++
- Software Development | Database Management | Web Development | Data Structures and Algorithms
- Advertising and Marketing | Video Creation | Video Editing
- Problem Solving | Critical Thinking | Teamwork | Communication | Adaptability | Project Management | Agile Development | Waterfall Development

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PROFESSIONAL EXPERIENCE

Network International – Dubai, UAE
Computer Science Internship, June 2024 – July 2024
I analyzed data to support business operations and conducted various types of testing, including regression testing and debugging, to ensure the functionality and performance of systems. Additionally, I gained valuable insight into the business side of the company, understanding how market dynamics influence technological decision-making and strategy. This experience deepened my technical skills while broadening my perspective on the intersection of technology and business.

ExonicMC, Game Server – Dubai, UAE
Founder & Software Engineer, Feb 2020 to Dec 2021
- Established and led the strategic and technical development of ExonicMC, an online Minecraft game server business.
- Engineered the server infrastructure from inception using Java and the Bukkit API, focusing on custom game plug-in development.
- Implemented innovative marketing strategies, including viral marketing campaigns and collaborations with prominent YouTubers, significantly increasing server visibility and user engagement.
- Successfully orchestrated the release of three major server releases, enhancing game content and player experience.
- Concluded the venture by negotiating and selling the enterprise to a consortium of investors in 2021 to prioritize academic pursuits in computer science.

Amazon AWS – Dubai, UAE
Online Training, May 2021
Established an understanding in the fundamentals of mobile app development.

Website Development – Dubai, UAE
Freelancer, Dec 2021 - Present
Freelance website developer specializing in custom websites for small businesses. Expert in meeting client requirements, ensuring satisfaction, and delivering responsive, SEO-friendly sites using an agile, adaptable approach.

PROJECTS

Water Monitor App | (University Project) November 2024 – December 2024

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Developed a desktop application that analyses water quality of the UK, from a large dataset. The application presents different statistics, graphs, and information for the user to explore. The application was built using C++ and Qt framework.

Type Racing Game | (University Project) November 2024 – December 2024
Developed and deployed a live web application game where users can test their typing speed. The app uses Python, JavaScript, HTML, CSS, SQLAlchemy technologies.

Assessment To-Do-List | (University Project) October 2024 – October 2024
Developed a personal assessment/assignment to-do-list using Flask and SQLAlchemy, allowing users to manage and track assessments. Ensured data validation and WCAG-compliant, user-friendly responsive design with custom HTML, CSS, Bootstrap and JavaScript. The app was launched live on the web.

Baccarat Card Game | (University Project) May 2024 – June 2024
Developed a command-line Baccarat card game in Java, implementing the game logic for shuffling, dealing, and scoring system. Object-oriented principles were applied to structure the game efficiently and ensure accurate game flow.

Maze Game | (University Project) March 2024 – April 2024
Implemented a system to validate maze structures from a text file and used dynamic memory allocation when loading the maze into the terminal, ensuring efficient handling of varying maze sizes. Enabled command-line inputs for maze dimensions and filename, allowing flexibility and customization for users.

DC Characters Website | (University Project) January 2024 – February 2024
Developed a responsive website around the DC (Detective Comics) universe using HTML, CSS, and JavaScript, ensuring an intuitive and fun user experience.

Step Counter | (University Project) Nov 2023 – December 2023
Developed an Arduino-based step counter, leveraging 3-axis accelerometer data from a micro:bit device for enhanced accuracy. Implemented dynamic thresholding and hardware programming to optimize movement detection precision.

Computer Science Tutor | Nov 2022 – May 2023
Provided mentorship in key areas such as programming, data structures, algorithms, exam preparation, and theoretical foundations. Successfully improved students' understanding and application of complex concepts through personalized instruction and problem-solving sessions.

TOPGUN | Nov 2022
Designed and developed a 2D jet-fighting arcade game, inspired by the "Top Gun" film. Spearheaded all phases of game development, integrating graphical features and real-time gameplay mechanics, enhancing user engagement and entertainment value.

EDUCATION AND CREDENTIALS

University of Leeds – BSc Computer Science (Sep 2023 until Present)
- **Grade:** Expected 1st Class
- **Related Coursework:** Intro to Programming (Python), Intro to Web Technologies (HTML5, CSS, JavaScript), Professional Computing, Object-Oriented Programming (Java), Procedural Programming (C), Intro to Discrete Mathematics, Fundamental Mathematical Concepts, Computer Processors, Computer Architecture, Databases, Software Engineering Principles, Numerical Computation (NumPy), User Interface (C++ and Qt), Algorithms, Operating Systems, Web Application Development (Python Flask Framework), Networks, Formal Language and Finite Automata, Software Engineering Project, Artificial Intelligence, Data Mining

GEMS Wellington Academy Silicon Oasis (Secondary Education – GCSE and A-Levels), Dubai, UAE (June 2023)

Football Player – University of Leeds Varsity, United Kingdom

Languages: Arabic (Native); English (Fluent)

Personal Information: Date of Birth: 07 July 2004; Nationality: Egyptian