

FJORDA KAZAZI

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Professional Summary

Detail-orientated Software Engineer with an extensive background in designing and developing applications across multiple platforms including web (utilising APIs), mobile and AR/VR. Well-versed in research, with a particular focus on utilizing cutting edge technologies and developing novel projects. Proficient with data in various statistical languages including Python, R, Matlab and SPSS. Passionate about delivering outstanding quality and service in all endeavors. My commitment to excellence ensures that I consistently deliver high-quality and innovative solutions.

Experience

Senior Software Engineer and Researcher

CardioCrown

03/2023 - Current

London, Greater London

- Had a leading role in the development of applications in MedTech field.
- Supervised a team of software engineers and designers in implementing applications for rehabilitation purposes according to the company needs.
- Provided guidance on user studies and data analysis.
- Developed connections between the applications with Bluetooth microcontrollers utilising BLE.
- Utilised APIs such as Passthrough API and Photon Networking for more interactive user experiences.

Software Engineer and Research Supervisor

University College London

09/2018 to 09/2022

London, Greater London

- Developed Frontend, Backend Applications utilising APIs and online databases and VR interventions for rehabilitation purposes.
- Integrated data collection from eye tracking and EEG devices with online databases for research projects.
- Collaborated with colleagues on research projects to inform strategy.
- Tested and contributed ideas for new projects.

Software Engineer

Freelance Work

01/2021 to 09/2022

London, Greater London

- Developed Real-time Multiplayer applications using Photon Networking.
- Developed Mobile applications that communicated with online databases in MySQL.
- Identified issues during application development and actively found constructive solutions.

Software Engineer

University of Oxford

12/2019 to 12/2020

London, Greater London

- Implemented applications in Unity in HoloLens for educational purposes.
- Developed a VR library in Unity for students at the University of Oxford.
- Integrated the VR library with MySQL Database that communicated with the VR library from the front-end and back-end website using PHP, HTML and APIs.
- Complied by company-specific processes and procedures at all stages of the application development.

Research Supervisor and Software Engineer

Crimson Research Institute

01/2019 to 11/2019

London, Greater London

- Supervised students on research projects related to computer science and brain science fields.
- Advised students on how to carry out a research project, starting from the literature review, methodology (designing and developing applications), data collection, analysis and writing a scientific paper.
- Worked with patience and flexibility, adapting to individual student needs to maximize mentoring potential.
- Listened attentively to student concerns, collaboratively devising mentoring programs to aid educational and emotional development.

Software Engineer

Reze Drite Educational Institution

01/2018 to 12/2018

London, Greater London, Albania

- Developed a School Management System (SMS) for an educational institution.
- Integrated the online platform with MySQL database to store from the back-end all the data of the school including materials, assignments, documents, attendance reports, grades, exams, online exams, students, parents, all employee information and more.
- Utilized different programming languages including PHP, JavaScript, HTML, Ajax and CSS.

Core Qualifications

- C#
- C++
- AR (HoloLens) / VR (Quest, Vive)
- Vuforia
- Blender
- Android/iOS
- HTML
- Collaborations in Git
- PHP
- JavaScript
- MySQL
- Matlab
- Python
- R
- SPSS
- Mentoring and Researcher

Education

Doctor of Philosophy (Ph.D): Computer Science

University College London

2022

London

I completed a PhD in assessing executive function impairments and comorbidity in attention and working memory problems by developing web and VR interventions that communicated with online databases.

Master of Science (MSc): Computer Science

Lancaster University

2017

Lancaster

Built VR vision-based applications in human computer interaction for assessing and training attention problems. The result classification during my masters was a Distinction.

Bachelor of Science (BSc): Computer Science

University of Tirana

2016

Tirana

Developed frontend and backend online systems that communicated with a database for students who wanted to continue their studies for an undergraduate course while applying online. The result classification during my bachelors was a Distinction.

Certifications

- Won first place at the University of Oxford in Immerse-ED Global Hackathon competition. Applied my innovative idea of a Virtual Reality application in Vive combined with Neurofeedback for education and rehabilitation purposes to detect and train the attentional limitations of students.
- Conducted training, workshops and showcasing Virtual Reality (Quest, Vive) and Augmented Reality (HoloLens) applications at the University of Oxford. Part of the training included programming in Unity in C# programming language for various applications.
- Conducted a workshop in Artificial Intelligence at the University of Oxford. The workshop consisted of terminology of cybersecurity and Artificial Intelligence procedures/coding (encryption/decryption) of online information.
- Certified in Machine Learning from Stanford University in which I developed different methods of machine learning in MATLAB, the analysis of the data and the prediction of data based on its patterns.

Languages

English, Italian, Albanian: First Language