

ABRAHAM SHARKEY

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PROJECT EXPERIENCE

DueSoon, Independent iOS Application (2026 - present)

- Independently designed and developed a SwiftUI deadline-tracking application through more than 45 iterative builds, implementing calendar navigation, countdowns, urgency states and persistent deadline data.
- Refined month and year navigation, deadline editing, information hierarchy and interaction speed through repeated simulator and device testing.

BMW Asset-Tracking MVP, Software Design Team Project (2025 - 2026)

- Built and presented a CCTV-style tracking proof of concept using Python, OpenCV, AprilTags and webcam input, improving identification reliability through iterative debugging and testing.
- Collaborated through Git-based development and contributed to the system design, MVP demonstration and technical presentation.

Multi-Branch Library System, Backend and Database Project (2026)

- Developed a Java REST API and SQL-backed system with layered backend structure for multi-branch book, member and loan operations.

Slip, Personal Finance iOS Application - In Development (2026 - present)

- Designed the concept and interface for organising receipts and linking them with transaction records; currently developing the core SwiftUI application and refining its UI and user experience.

Additional application development: NextSet, a working personal workout and rest-timer application created for regular personal use.

RELEVANT TECHNICAL SKILLS

Programming: Python, Java, Swift, SQL, C++, C#, HTML, CSS and JavaScript

Mobile and backend: SwiftUI, Xcode, REST APIs, relational database design and Docker

Development tools: Git, GitHub, OpenCV, AprilTags, VS Code, Unity and Figma

EDUCATION

Birmingham City University (2024 - 2027)

BSc (Hons) Computer Science. Current average: 78.0%; Year 2 average: 79.7%; 240 credits completed.

- Selected results: Computer Programming 92, Cyber Security 87, Software Design 85, Computer Mathematics and Declarative Programming 85, Data Structures and Algorithms 83, and Object-Oriented Programming 80.

Alfaisal University (2019 - 2021)

Undergraduate study in Software Engineering. Cumulative GPA: 3.57/4.00 across 43 completed credits, including A grades in Programming for Engineers and Object-Oriented Programming II.

ADDITIONAL EXPERIENCE AND DEVELOPMENT

App and Game Developer, Apple Online (2021 - 2022)

- Contributed to application and game-development tasks, strengthening practical debugging, iterative problem-solving and collaborative development skills.

Additional study: AWS and The Prince's Trust Cloud Engineering Programme (2022); Harvard CS50 Introduction to Computer Science (2023).