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OBJECTIVE

To learn, grow and develop in a competitive environment that positively challenge personal, academic and inter-personal capabilities and better equip me as an individual.

EXPERIENCE

FRONT END ENGINEER, HIRENINJA, ISLAMABAD

September '18 – Present

EDJX EDGE COMPUTING:

An IOT focused, B2B oriented, serverless edge computing platform for robust client. It uses blockchain as the backbone for all the financial transactions in the ecosystem in order to ensure safety.

My key responsibilities were to develop its front end from scratch using **React.JS**. Being the lone Front-End Developer, clarified and communicated project goals by creating personas and use-cases. Cooperated with the back-end developers of the Application for the smooth development. Made useful, reusable & well-constructed components overall in the App. Collaborated closely with the graphic designer to create beautiful, functional and fast interfaces. Used **React Router** for the routing overall in the App. Integrated **Redux** store for the overall state management of the Application. Wrote efficient unit tests in **Enzyme & Jest**. Used Clubhouse for the efficient task tracking.

HIRENINJA:

Portal that provides businesses a platform to efficiently hire technical candidates by shortlisting them through automated tests.

- ➔ Used **React Ionic** to develop the Application.
- ➔ For overall routing of the App, **React Router** was used.
- ➔ Used Ionic Components in the App.
- ➔ **Redux** store was integrated for the overall state management of the App.
- ➔ Clubhouse for the task tracking of the Project.
- ➔ Used Axios for the communication with the API.

ASSOCIATE SOFTWARE ENGINEER, DEVBATCH, LAHORE

July '17 – September'18

- ➔ Effectively and collaboratively worked with managers and dedicated video game development team to translate ideas, designs and prototypes into high quality code.
- ➔ Over the period, I've developed multiple interactive video games of almost all genres ranging from racing, shooting to open world and simulation video games.
- ➔ Work closely with design teams to tune and enhance game dynamics and ensuring that game application(s) meets functional and performance requirements.
- ➔ Worked on latest emerging tools and third-party frameworks like Photon Kit to develop interactive multiplayer quiz game.

INTERN, ONEBYTE, LAHORE**June '16 – August '16**

- Hands-on experience with IDE's and cross platform development tools such as Android SDK and Unity3D to build and deliver quality products and services.

EDUCATION

GHULAM ISHAQ KHAN INSTITUTE OF SCIENCE & TECHNOLOGY, (GIK)**2013 – 2017**

B.S. in Computer Science

PUNJAB COLLEGE OF SCIENCE**2011 – 2013**

FSc. Pre-Engineering

FAISALABAD GRAMMAR SCHOOL**2008 – 2010**

Matriculation

SKILLS

- **Frameworks:** React.JS, ASP .Net, Ionic, Vue JS, Angular JS, Electron JS
- C/C++, C#, Java, JavaScript, PHP, HTML, CSS, SASS, MATLAB, Cisco Packet Tracer, Amazon AWS
- **Designing Libraries:** Material UI, Ant Design, React bootstrap, React Ionic, Element UI
- Microsoft Azure, Unity 3D, Prolog, Putty.
- Operating Systems: Windows, Linux, MAC
- Strong writing expression.
- Strong presentation, communication skills and managerial skills.

PROJECTS

FINAL YEAR PROJECT, GIKI EYE

An augmented reality mobile app which fosters real time interaction on a physical environment using geo location of mobile device. Technologies used were Unity 3D, Amazon Web Service and Google Places API.

AWARDS AND ACHIEVEMENTS

- Event Coordinator, Association for Computing Machinery (ACM) – GIKI Chapter
- Academic Brilliance Award in School for Highest Marks (Matriculation) in School
- IQ score **≥135** translated into **100th** percentile. (MENSA)