

Summary

Highly challenging seasoned Full Stack Developer with more than 5 years of experience working with Web and Web based technologies.

Knowledge of Application Development, ERPs, Finance, Education and Sales domains. Experience in Solution Architecture, System Design, Data Management and Transformation, Systems Integration, Software Development and Deployment, Business Process Management, Performance and Productivity Improvement, Project Management, Cross Functional Management, and Business Analysis

Ambitious, adaptable, self-motivated individual with ability to work efficiently under pressure, assimilate complex concepts, possess strong communication, interpersonal, coaching, and mentoring skills. Hold methodological and structured approach to handle problems at hand. Experience covers Agile, SCRUM and Waterfall methodologies.

Technical Skills

Foundational Skills: Object Oriented Programming, Data Structures, Algorithms

Databases and Storage: MongoDB, PostgreSQL, MySQL, Oracle, SQL Server, NoSQL, Supabase

Cloud Technologies: Amazon EC2, Amazon ECS, Amazon ECR, Amazon LightSail, Amazon S3, Amazon SES, Prisma, Amazon Document DB, Amazon Fargate, DockerHub, Github

Tools and Technologies: MS 365, Microsoft Visual Studio, jQuery, JSON, YAML, JavaScript, C#, PowerShell, Bash, CI/CD, DevOps, Git, Selenium Automation, Swagger API, Ganache, Truffle Suite, Sony Vegas Pro, Photoshop, GitBook, Docker

Infrastructure: Amazon AWS, Windows, MacOS, Virtualisation, Private/Hybrid Cloud, Unix & Linux, SaaS

Languages, Frameworks and Libraries: Node JS, Next JS, React JS, JavaScript, WordPress, Python, Bootstrap, Tailwind CSS, SQL, Shell Scripting, Jest JS, Web3 JS, Solidity, Nightwatch JS, C++, C#, JAVA, Discord JS, Cardano Serialization Library, Mesh JS, PostgreSQL, Ethers JS, Martify, Open API, Admin JS,

Standards and Methodologies: Agile, Scrum, Waterfall, V-Model, Spiral, Test Driven Development, Testing Automation

Career History

Mindravel Interactive

Full Stack and Web3 Developer

February 2023 – present

Mindravel Interactive is a games and software development company based in Lahore. It provides services and products in the software and gaming niche as well resource augmentation services.

- Develop robust web based frontends and backends for consoles, games, web apps, P2E games on Cardano and in house productivity tools
- Develop microservices to scale existing infrastructure and balance load on the system
- Data ingestion and accumulation from multiple source systems in various formats
- Data observability
- Develop SaaS infrastructure using Stripe, AWS SES and other tools.

- Minting tokens and NFTs on Cardano network 1
- Setup Webhooks and Cron jobs.
- Setting up Blockchain Network Nodes for the successful minting of tokens and NFTs.
- Documenting APIs for effective reuse using Swagger API and GitBook.
- Developing Discord Bots to keep P2E game communities involved.

Edemys

CTO

Dec 2020 – present

A platform to help students register and learn in online bootcamps during COVID.

- Developed a QR based registration process for students to easily register courses and connect with teachers
- Taught Programming Fundamentals, Object Oriented Programming, Data Structures, Artificial Intelligence, Web Development, Software Design and Analysis, Databases and Operating Systems
- Covered concepts like Data modelling, Class diagrams, Entity Relational Diagrams, and integration patterns & models (technology agnostic).
- Sold these bootcamps to 100s of students through face-to-face sales.
- Recruited teachers to help scale the project.
- Stakeholder management, Requirements gathering, Workshops, Public Speaking, Sales and Marketing, HR

Microsoft Student Program

MLSA

February 2020 – June 2023

One of the largest student programs worldwide that empowers people with technology, tools and learning resources, mostly related to Microsoft.

- Networking by taking part in community meet ups.
- Leading design in accordance with organizational rules
- Pioneering the MLSA community at my university, FAST NUCES
- Helping with developing the website and gathering data.

IT Boost

(Internship)

June 2018 – August 2018

A product-based software company

- Understood and helped document companies technical products, features and vision.
- Learned important SDLC practices
- Wrote SEO optimized articles to improve product visibility and out rank competition
- Worked with 'C' Level Management and Stake Holders.

Games Flock Studios

CTO

Jan 2016 – June 2018

A website for users to play free online games and read about the latest gaming news.

- Developed the business and marketing plan
- Designed and developed the website using WordPress and Adobe design tools.
- Made over 500 free online games available on the platform
- Reached over 100,000 people weekly through just organic marketing

Anime Soul Society

CTO

June 2014 – Dec 2015

An anime streaming website and platform

- Developed the business and marketing plan
- Designed and developed the website using WordPress and Adobe design tools
- Implemented clever architectural choices to make anime streaming possible
- Reached over 60,000 people weekly with organic and paid marketing
- Used Facebook ads to reach target audiences.

Projects

ERP (under development) (Project 4)

System Architect

May 2023 – present

An ERP for a niche business model. The goal is to improve overall performance and transparency for all stakeholders in how said business is carried out.

- Continuously documented client meetings and feedback.
- Designed and developed extremely thorough client requirement documents
- Translated non-technical requirements to technical requirements for software engineering team
- Designed deployment procedures to allow for optimal and independent development, testing and production environments and versions.
- Understood and designed the architecture for a comprehensive Sales Module
- In the process of understanding and technically scoping a comprehensive finance module, project management and production module as per client requirements

Quizzy Pop (Project 3)

Sole Engineer (MERN)

Jan 2022 – Jan 2023

Quizzy Pop is a multiplayer play to earn web 3 based quiz game that grants players the opportunity to earn crypto rewards as they play. The game utilizes a very well thought out play to earn model powered by the Cardano blockchain. I had this idea when I was in my fourth semester at university.

- Researched different play to earn models and blockchains
- Developed and setup a Node JS based backend server on AWS
- Developed a React/Next JS based frontend for the game and deployed it over at AWS
- Utilized Sockets powered by socket io for a streamlined and synchronized multiplayer experience.
- Implemented security measures to make the game as cheat proof as possible.
- Used Mesh JS to leverage the power of the Cardano Blockchain for Crypto based rewards
- Developed DB schemas and models using MongoDB and mongoose.
- Focused on high quality and immersive user experiences.
- Developed an admin panel for monitoring and management of games.
- Setup Cron jobs to automate rewards and seasons, which was an important part of the play to earn model
- Review modifications to existing software to improve efficiency and performance.

Time Management App

Backend Developer (NODE JS)

Jan 2021 – June 2021

A desktop app for productivity, allowing users to create Todo lists and make habits with advanced scheduling and habit tracking.

- Conducted surveys to understand better conceive the most valuable MVP for the product.
- Developed Models, Views and Controllers using JAVA.
- Followed SOLID and DRY software design principles to ensure code quality.
- Used MySQL DB to store user and other app related information.
- Designed and developed schemas for the database, ensuring normalization.
- Wrote complex SQL queries.

Monopoly Game

Sole Developer (C++)

April 2020 – June 2020

Developed a Monopoly Game using C++ that allowed for a fun gaming experience with friends.

- Made complete use of Object Oriented Programming to allow for easy addition of features, game modes, board types.
- Created localized board types for Pakistan and UK.
- Used Multilevel Inheritance, Polymorphism, Encapsulation, Aggregation and Composition.
- Developed Save/Load functionality.
- Developed Bidding functionality for properties listed in the game.

Education

FAST NUCES, Lahore, Pakistan	Degree in Computer Science (Bachelors)	2024
Garison College for Boys, Lahore	HSSC-II	2019
Sheikh Khalifa Bin Zayed Arab	HSSC-I	2018
Pakistan School, Abu Dhabi, UAE		
Sheikh Khalifa Bin Zayed Arab	Matriculation in Computer Science	2016
Pakistan School, Abu Dhabi, UAE		

Training & Certification

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|---|---------------------------------------|------|
| • Data Analysis with Python (DA0101EN, by IBM) 2023 | • The Web Developer Bootcamp 2024 | 2024 |
| • Python 101 for Data Science (PY0101EN, by IBM) 2023 | • Bitcoin and Cryptocurrency Bootcamp | 2021 |

Languages

English – Fluent

Urdu – Fluent

Punjabi – Conversational

Japanese – Can understand

Arabic – Can understand

References

Available on Request