

# Abdullah Tahir

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## SUMMARY

**Full Stack (MERN) Developer** with a strong foundation in software engineering and a passion for creating responsive, user-focused web applications. Experienced in building scalable APIs, optimizing frontends, and integrating cloud technologies. Led an AR-based architectural project (ARch360) and contributed to football analytics tools at FAIR. Skilled in JavaScript, React, Node.js, Python, C/C++ and Unity3D.

## EXPERIENCE

### Software Engineering Intern

FAIR(football and AI Research)

November 2024 – April 2025

- Improved front-end experience using **React.js**, with performance tweaks like code-splitting and **lazy loading** to enhance load times.
- Contributed to **REST API development**, optimizing response times and backend efficiency.
- Migrated over **2GB** of player and match data across **5 major football leagues** in MongoDB with zero downtime.
- Scraped and mapped data for over **10,000 players** from a third-party platform to match structured API data.

## PROJECT

### Cric360

MERN (Semester Project) • [github.com/haris-sohail/Cric360](https://github.com/haris-sohail/Cric360)

- Developed a comprehensive cricket match management platform using the MERN stack, facilitating team registrations, match bookings, and real-time scoring functionalities.
- Designed and implemented features like player rating display during matches and real-time score tracking to enhance user engagement.
- Developed a scalable backend using Node.js, Express, and MongoDB with RESTful APIs to support seamless data handling and efficient matchmaking workflows.
- Optimized backend logic and RESTful APIs to ensure smooth data handling and scalability.

### Divlynx

Interactive Website (React.js, Tailwind CSS, Bootstrap) • [divlynx-inc-website.web.app/](https://divlynx-inc-website.web.app/)

- Built a responsive, interactive website using **React.js**, creating a dynamic and engaging user experience across devices.
- Styled with **Tailwind CSS** for utility-first, customizable design, while leveraging Bootstrap for rapid responsive layout and pre-built components.
- Integrated animations using **Framer Motion** for smooth, interactive transitions and visual effects, enhancing UI engagement.
- Developed a Contact Us page with dynamic form validation and email integration, allowing users to send inquiries directly through the site.
- Optimized the website for performance, ensuring fast load times, mobile responsiveness, and smooth user interaction with reduced latency.
- Applied best practices in web development for code modularity, reusability, and maintainability, ensuring long-term scalability.

### ARCH360

AR-powered Visualization Platform (Unity, C#, ARCore/ARKit) • [shorturl.at/4oA5B](https://shorturl.at/4oA5B)

- Led a team to build an **Augmented Reality (AR)-powered platform** helping architects and clients visualize architectural designs in real-time.
- Implemented interactive 3D building models with AI-driven customization features, enabling real-time modifications of materials, layouts, and styles.
- Built using **Unity** and ARCore/ARKit, delivering smooth, cross-platform AR experiences at over **60 FPS**.

## EDUCATION

### Bachelor of Science in Computer Science

National University of Computer and Emerging Sciences (FAST) • Islamabad, Pakistan • 2025

## SKILLS

**Programming Languages:** JavaScript (ES6+), Python, C++, C, C#, SQL, Golang (basic)

**Frontend:** React.js, Next.js (basic), HTML5, CSS3, Tailwind CSS, Bootstrap

**Backend:** Node.js, Express.js, Flask, FastAPI

**Databases:** MongoDB, MySQL, SQL Server, PostgreSQL

**DevOps & Tools:** Git, GitHub Actions (CI/CD), Docker

**Game Development:** Unity3D (2D & AR projects), C# scripting