



Aashiq Ali Mohammed

Software Developer

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Profile

I am a self-motivated, responsible and dedicated person with excellent communication and quick learning skills. I am also very good at problem-solving and learning new technologies. Fluent in javascript on both frontend and backend. Aiming to bring these qualities to a software developer role in your company and bettering myself in the future technologies.

Educational Qualifications

DAYANANDA SAGAR INSTITUTIONS – Kumaraswamy, BLR **2016**

Bachelor of computer applications - 70.0%

IT Skills

Languages:- HTML, CSS, JAVASCRIPT, PHP, C, C++, Java, C#, SQL, MySQL,

Operating systems:- Unix, Windows, MacOS.

Tools:- Visual Studio, Eclipse, Unity, SQL server, Unity, Terminal
WebStorm, Postman.

Work Experience

Appsfly.io

I joined Appsfly in 2017 as an intern and got a full-time employment in 2 months, have worked extensively on Creation of Microapps and MicroServices (Javascript).

Javascript

- Worked on multiple projects in view creation plus data handling with our in-house SDK.
- Worked on multiple web-embeds
- Worked on multiple native Embeds.
- Projects include MicroApp and MicroService Creation for Cleartrip, Paytm, RazorPay, Travelyaari, Chaipoint, Growfit, Oyo, RedBus, BlueBooks, BlowHorn, Goomo, EventsHigh, SBI insurance.

Unity

- Worked on unity to create a view rendering engine based on JSON inputs.
- Worked on an in-game interactive menu For affiliate marketing.

Personal Projects

Professional Gaming/Coaching.

Dota 2

- Played and won A few national Tournaments Around India.
 - Participated in WCG Asia For Dota 2.
 - Coached Teams To participate in tournaments.
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Hit.

- This project was built in C# on visual studio 2010.It was a Simple paddle game with random Stars falling from a virtual sky.
- Designed and created the game engine including elements such as randomized game object creation and a scoring system.

Poster maker

- This project was built to minimize the efforts of organizers in the case of Hosting a College fest or any type of event.
- The project aims to make posters for fests easier, it consists of well-defined containers and responsive Fields To adjust to the user requirements.
- Mostly an upload Into containers approach Based on layouts available to the user.
- 3 tiered online application consisting of a front-end built with HTML, styled with CSS, PHP for server-side scripting and relational database created using MySql.

Snake-classic.

- This project was built on C# in visual studio 2010. Designed and created the game engine based on mechanics similar to the classic snake game.
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Skills And Interests

Personal Skills

Adaptability
Leadership
Quick Learner
Critical Thinking
Problem-solving
Intellectually curious

Interests

Football
Music
Travel
Professional Gaming
Riding
Amateur Writing
