




Ahamed Bilal

AhamedBilal



Working from home

Full-stack dev   | Unity game dev | Gamer  LK

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Achievements



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 Overview  Repositories 35  Projects  Packages






AhamedBilal / README.md

Hi there, I'm **Ahamed Bilal!**

Full-stack dev   | Unity game dev

I'm a full-stack developer. I develop apps for web and mobile. and I am also good at game development with unity. also worked with AR techs. If you are a fellow developer, you are more than welcome to contribute, like, watch my Github.

Ahamed Bilal's GitHub Stats

 Total Stars:	13
 Total Commits (2021):	308
 Total PRs:	0
 Total Issues:	0
 Contributed to:	0



Most Used Languages



● C# 43.55% ● CSS 30.14%
● JavaScript 16.69% ● Java 7.54%
● TypeScript 2.07%

get in touch



Pinned

ngx-photo-editor

Angular Photo Editor

● TypeScript ☆ 6 🍷 9

video-player-angular

Videoplayers with HLS

● TypeScript ☆ 2

POS-Layerd-

POS syetem using layerd arc.

● PHP ☆ 2

First-2D-Game

Unity

● C# ☆ 1

angular-file-structure

Template

Highly scalable file project structure for angular 8+

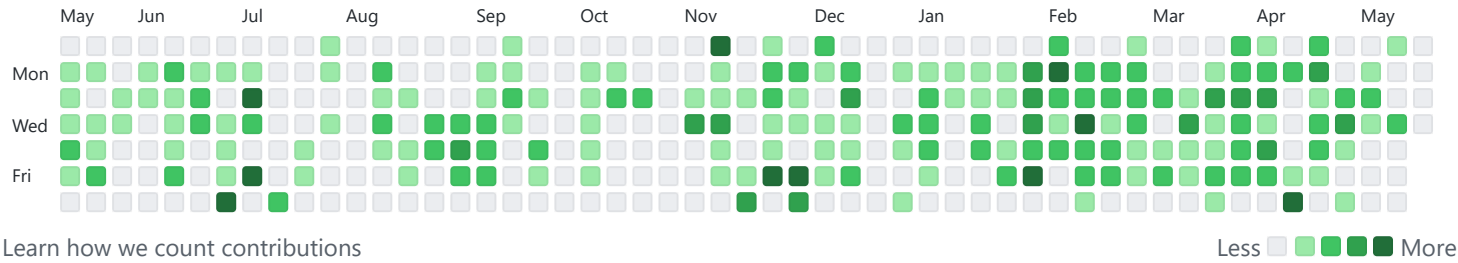
● TypeScript

Insta-clone-backend

Instagram backend with springboot

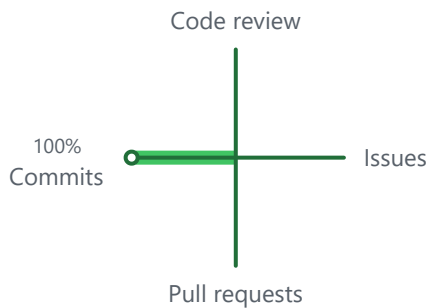
● Java

1,047 contributions in the last year



Activity overview

Contributed to [AhamedBilal/ngx-photo-editor](#), [AhamedBilal/learn-react](#), [AhamedBilal/video-player-angular](#) and 5 other repositories



Contribution activity

May 2021



Created 7 commits in 2 repositories

[AhamedBilal/url-to-pdf](#)

6 commits

[AhamedBilal/ngx-photo-editor](#)

1 commit



Created 1 repository

[AhamedBilal/url-to-pdf](#)

JavaScript

May 4



19 contributions in private repositories

May 3 – May 12

[Show more activity](#)

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