Ahsan Irfan

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Education

Queen's University September 2019 - April 2023
Bachelor of Computing, Software Design Kingston, Canada

Courses: Data Structures, Algorithms, Computer Architecture, Human-Computer Interaction, Software Quality Assurance

Skills

Languages: JavaScript, Python, HTML, CSS, Java, C#
Frameworks: React, Node.js, Express.js, Flask
Tools: MongoDB, Mongoose, MySQL, Git, UNIX/Linux, Unity, Figma, Photoshop

Projects

NBA Versus | https://www.nbaversus.com
JavaScript • React • Node • Express • MongoDB

- **React** web app that lets users vote on a matchup between 2 random NBA players
- Used the official **NBA API** to fetch player data and create almost **15,000** unique matchups
- **Systematically** filtered player list to only include entries that would be more captivating for users
- Used **MongoDB** with **Mongoose** to define and interact with documents for votes and users
- Built an API using **Express** that enables users to cast votes to a global leaderboard
- Implemented protected routes using **JWT** authentication to enable users to create accounts and track their favorite players and teams

Empyria | In Progress
JavaScript • Solidity • React • Next.js • Arweave • Unity

- Play-to-earn experience on the Polygon / Ethereum blockchain built using **Unity**
- Writing ERC-721 contracts for playable characters and in-game assets using **Solidity**
- Using **React**, **Next.js** and **web3.js** to create a web app featuring a landing page, digital wallet integration, token mint interface and marketplace
- Managing three artists and a writer, providing them with the overall creative direction and specifications
- Storing art assets on **Arweave** in conjunction with storing seeds on the blockchain to ensure decentralization

Escape from Underworld | https://ctrl-ace.itch.io/escape-from-underworld
C# • Unity

- 2D Platformer, with a focus on traversal abilities, built using **Unity** and **C#**
- Used **GitHub** forcollaboration and version control