Mustaq Sohail Shaik

Full Stack Developer | Generative AI Learner | Cloud Enthusiast

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WORK EXPERIENCE

Northern Arizona University

Teaching Assistant - Web Technologies   February 2025 - Present

- Assisted in instructing and mentoring undergraduate students in Web Technologies, focusing on HTML, CSS, JavaScript, and best practices in responsive web development.
- Provided individualized support and project guidance, helping students apply theoretical knowledge to real-world applications aligned with current industry trends.
- Led review sessions, clarified complex topics, and facilitated interactive discussions to enhance learning outcomes.
- Evaluated assignments and delivered in-depth, constructive feedback to foster technical and analytical growth among students.
- Collaborated with faculty to design engaging, up-to-date coursework and implement improvements that elevated the overall course experience and student engagement.

Smart Internz

Salesforce Developer Intern   August 2022 - October 2022

- Completed 8-week intensive virtual internship program focusing on Salesforce ecosystem and development.
- Gained hands-on experience with Salesforce Fundamentals, Organizational Setup, and Process Automation using Flows and Security models.
- Developed and debugged custom business logic using Apex, Visual Studio Code, and Salesforce CLI.
- Built and deployed interactive front-end components with Lightning Web Components (LWC) and REST APIs.
- Achieved Apex Specialist and Process Automation Specialist Superbadges via Trailhead platform, demonstrating advanced Salesforce development proficiency.

EDUCATION

Nothern Arizona University

Master's in Information Technology - 3.6   January 2024 - Present

PROJECTS

SplitKaro - Bill Spliting application - In Progress   November 2024 - Present
- Developing a Flask-based web application for group expense tracking and bill splitting.
- Implementing user authentication, group management, expense tracking, and settlement features.
- Designing RESTful APIs for seamless interaction between the frontend and backend.
- Structuring an SQL database for efficient storage and retrieval of user and transaction data.
- Enhancing security with role-based access control and authentication mechanisms.

Personal Portfolio ⎋   April 2025 - April 2025
- Crafted a fully responsive personal portfolio using HTML5, CSS3, and vanilla JavaScript, structuring sections: Home, About, Experience, Education, Projects, Skills, and Contact.
- Implemented a fixed navbar with smooth anchor-scroll offset adjustments in script file to account for header height.
- Built a full-screen hero banner with a semi-transparent overlay and background image, leveraging CSS variables and media queries for dark mode.
- Engineered a mobile-first hamburger menu toggle in JavaScript and CSS, ensuring seamless navigation on all devices.
- Designed a grid-based projects showcase with hover animations and call-to-action buttons, adapting dynamically via CSS Grid and responsive breakpoints.

Tic Tac Toe Game ⎋   September 2024 - September 2024
- Developed a Flask-based Tic Tac Toe web application in Python, implementing server-side game logic, win-condition detection, and optional computer opponent AI.
- Designed a RESTful '/play' endpoint that processes JSON-formatted moves, updates game state, and returns next player and winner data.
- Engineered a dynamic front-end with vanilla JavaScript, handling DOM events for square clicks, friend vs. computer modes, real-time turn updates, and seamless game resets.
- Styled a responsive, dark-mode UI using modern CSS variables, grid layout, hover effects, glass-morphism container, and media queries for optimal desktop and mobile experiences.
- Configured cloud deployment on Vercel with Gunicorn and serverless Python functions, managing static assets via 'vercel.json' and ensuring a smooth CI/CD build pipeline.

Reaction Time Game ⎋   August 2024 - August 2024
- Built a single-player Reaction Time Challenge web app with vanilla JavaScript, dynamically spawning randomized 'ghost swarm' distractions before each target.
- Engineered hit/miss logic: tracked user hits, decremented misses on timeouts, and enforced game-over after five misses.
- Implemented progressive difficulty by decreasing spawn delay on each successful hit, driving increasing game speed.
- Crafted a responsive, modern UI with CSS variables, keyframe animations for distraction effects, and media queries for mobile-to-desktop layouts.
- Added full dark-mode support (system-preference detection and manual toggle) with LocalStorage-backed theme persistence.

SKILLS

- **Front-end:** HTML5, CSS, JavaScript, React.js.
- **Back-end:** Node.js, Express.js, Python.
- **Database:** SQL, PostgreSql.
- **Cloud Platforms:** Azure, AWS, Vercel, Render.
- **Version Control:** Git, Github.
- **Generative AI & LLM's:** OpenAI, Claude, Gemini and Ollama.
- **Frameworks & Libraries:** Bootstrap, Flask, SQLAlchemy, Tailwind CSS.
- **Tools:** Visual Studio Code, Jupyter Notebook, Git CLI.

CERTIFICATE

Salesforce Intern
- Salesforce Developer Training - Completed certification within 3 months.