

# Faisal Rehman

Frontend Developer



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## Professional Summary

Frontend Developer with 1+ year of hands-on experience designing, developing, and implementing applications and solutions using a range of technologies and programming languages. Seeking to leverage broad development experience and hands-on technical expertise in a challenging role as a Frontend Developer.

## Experience

### Frontend Developer - Internship

ePapa [ 01/10/2022 – 28/02/2023 ]

City: Berlin

Country: Germany

1. Developing and maintaining responsive web applications using HTML, CSS, React, and REST API.
2. Using MUI to design user interfaces that are aesthetically pleasing and user-friendly
3. Collaborating with other developers, designers, and project managers to complete tasks on time.
4. Writing clean, organised, and maintainable code.
5. Participating in code reviews and providing constructive feedback to team members.
6. Working in a team environment to ensure the success of the project

### Freelance Game Developer

Upwork [ 01/02/2020 – 01/12/2021 ]

1. Collaborating with clients to understand their vision and requirements for the game.
2. Developing game mechanics, designing levels, implementing UI/UX, and ensuring the game runs smoothly on multiple platforms.
3. Writing clean, organised, and maintainable code.
4. Participating in code reviews and providing constructive feedback to clients.
5. Troubleshooting and debugging issues as needed.
6. Meeting project milestones and deadlines.
7. Communicating effectively with clients to ensure their satisfaction with the final product.

### Unity Game Developer

BlueHorn Technology [ 01/09/2017 – 30/08/2019 ]

City: Lahore

Country: Pakistan

1. Developed and released a popular mobile game that achieved half million downloads within the first month of release.
2. Designed and implemented an intuitive and user-friendly UI/UX system that resulted in increased user engagement and retention rates.
3. Optimised game performance to ensure smooth gameplay on low-end devices.
4. Collaborated with a team of artists and sound designers to create a cohesive and immersive game experience.
5. Continually looks for and implements ways to stabilise and improve the performance of the production environment while implementing 3rd party plugins and SDK including analytics and user acquisition.

## Skills, Tools & Technologies

### Technologies

- Javascript (ES6+)
- React
- Html5
- CSS3
- SASS/SCSS
- Bootstrap
- Material Design
- RESTful APIs
- GitHub
- Adobe Photoshop
- Sketch
- Figma
- MySQL, Firebase

### Technical Skills

- Responsive designs
- Frontend frameworks(e.g.React)
- Version control systems (e.g. Git)
- Cross-browser compatibility
- Web performance optimisation
- Accessibility and web standards
- User interface (UI) design
- User experience (UX) design
- Testing and debugging
- Knowledge of SDLC
- Knowledge of Data Structures & Algorithms
- OOP concepts

### Specialties

- Design Patterns
- Problem Solving
- Quick learner
- Project management
- Algorithms
- Client communication

## Education and Training

### Frontend Developer (11/2022 – Continue)

- BIT(Beam Institute of Technology)

### BS Computer Sciences (2017)

- Hajvery University (HU), Lahore
- Graduated with a CGPA of 3.46

### Relevant Coursework:

- Fundamentals of Programming
- Languages (C++, java)
- Data-structures,
- Object Oriented Programming
- Machine learning
- Artificial Intelligence
- Web Development