



HAMZA MOHSIN

User Experience Design Student

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PROFILE SUMMARY

Experienced frontend developer proficient in HTML5, CSS3, and TypeScript. Skilled in Angular and React, with a focus on scalable architecture design. Committed to Envidual's socially impactful projects.

WORK EXPERIENCE

SENIOR SOFTWARE DEVELOPER | TECHVERX

2018 - 2023

- Developed responsive web apps, optimizing user experiences and driving engagement.
- Enhanced product usability in React-based dashboards, aligning with Envidual's goals.
- Championed Agile methodologies, fostering team efficiency and collaboration.
- Led strategic tech decisions, streamlining code and accelerating development.
- Implemented robust testing frameworks, ensuring application stability and quality.
- Spearheaded innovative research projects, pushing boundaries in frontend development.

EDUCATION

Technische Hochschule Ingolstadt

2023 – Current

- User Experience Design (M. Sc.)

Bahauddin Zakariya University

2014 - 2018

- Information Technology (B. Sc.)

PROFESSIONAL SKILLS

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|---------------------------|--------------|------------|-----------|--------------|
| • HTML5, CSS3, JavaScript | • TypeScript | • React.js | • Angular | • Vue.js |
| • GitHub, Gitlab | • Sass | • Less | • Stylus | • Bootstrap |
| • CSS Grid | • Flexbox | • Jest | • Enzyme | • Mocha |
| • Redux | • Vuex | • Docker | | • Kubernetes |

DIGITAL TOOLS

- Adobe XD
- Figma
- InVision
- Jira
- Trello
- Adobe After Effects
- Unity 3d

PROJECTS

Multi-sensory Feedback in Teleoperation Research

At the helm of a dynamic project, I orchestrated a collaborative effort aimed at revolutionizing teleoperation through multisensory feedback. Our primary objective was clear: to elevate user interfaces by seamlessly integrating diverse sensory inputs. Leveraging HTML/JavaScript interfaces, marshalling volunteers, and harnessing the power of Python (NumPy, Pandas) for data analysis, we navigated towards pioneering research outcomes. Our accomplishments stand as a testament to our unwavering commitment to driving progress in teleoperation and human-machine interaction, primed for dissemination at prestigious conferences.

Enhancing Automotive Interfaces for Improved Distance Perception in Foggy Conditions

In this project, my primary focus was to improve visibility within vehicle interfaces under hazy conditions. Leveraging my expertise in research, prototyping, and user experience evaluation, I designed a prototype using Blender and Adobe After Effects to simulate fog effects. This prototype was then translated into HTML and JavaScript for widespread testing, during which user reaction times were measured, and feedback was collected through questionnaires. Employing statistical methods, I meticulously analyzed the data gathered and synthesized my findings into a concise abstract report, showcasing my ability to effectively tackle project objectives through a systematic and comprehensive approach.

Roomception - The Button Flower Mystery (VR Game)

In a remarkable debut, I independently crafted "Roomception - The Button Flower Mystery," a captivating virtual reality game, showcasing immersive design and interactive challenges with the overarching goal of providing an engaging user experience. Utilizing captivating graphics and sound design, I achieved high user satisfaction levels. Through iterative usability testing and user experience surveys, I optimized the gaming experience, reflecting my dedication to quality and user-centric design principles.

Cross-Language Communication Tool

In a notable achievement, I created a highly acclaimed online Python translation tool for cross-language communication, aimed at facilitating self-study by enabling users to translate sentences across various languages. The tool incorporates features for downloading and regenerating translations, enhancing its usability and practicality. Demonstrating a steadfast commitment to continuous improvement, I actively honed and expanded the application while further developing my Python programming skills, underscoring a dedication to ongoing growth and enhancement of the project.

LANGUAGES

- English (Fluent)
- German (Basics)

HOBBIES

- Reading
- Cycling
- Skill Learning