

Sheikh Hamza Rauf

Computer Science Undergraduate

Seeking a dynamic position as a MERN Stack Developer, where I can leverage my expertise in MongoDB, Express.js, React, and Node.js to build robust and scalable full-stack applications. Passionate about developing seamless and engaging user interfaces with React while efficiently managing backend processes and databases.

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EDUCATION

Bachelors in Computer Science

Fast Nukes, Islamabad

09/2021 - Present

Intermediate (pre-engineering)

Nishat College of Science

08/2018 - 03/2020

Percentage - 86.4%

Matric

Nishat High School for Boys

04/2016 - 08/2018

Percentage - 94%

WORK EXPERIENCE

Game-Play Programmer Intern

Mindstorms Studios

06/2023 - 09/2023

Lahore - Hybrid

Achievements/Tasks

- Learned about Unity essentials and C# language while working on an Android-based game "Defenders of Dawn" on the theme of "Tower Defense", during my internship at Mindstorms Studios

Volunteer at Rookie Game Jam 2023

Mindstorms Studios

Lahore

Achievements/Tasks

- Collaboratively managed the information desk at Rookie Game Jam 2023, showcasing adept teamwork and organizational skills to support the event's success, while passionately contributing to the vibrant game design community.

HOST

Unity Workshop '24 Fast Isb

06/2022 - 12/2022

Islamabad

Task

- Led a team of 10 volunteers to help curate a unity workshop at Fast Islamabad

SKILLS

Html

Css

Java Script

React

Mongodb

Express

Node Js

SQL

Next Js

PROJECTS

Clone Landing Webpage of Amazon.com

- Developed a clone landing page of Amazon using HTML, CSS, and JavaScript, demonstrating my expertise in frontend development and attention to detail.
- This project showcases my ability to replicate complex user interfaces and deliver high-quality work, highlighting both my technical skills and passion for creating engaging web experiences.

Defenders of Dawn - Mobile Game (06/2023 - 09/2023)

- Led programming and quality assurance tasks as a team member, implementing rigorous checks on the game development cycle. Proficiently utilized C# to implement project functionality.

Brick Breaker Game (03/2022 - 04/2022)

- Employed assembly language to construct a dynamic brick breaker game. Demonstrated proficiency in crafting menus, instructions, and pause screens, while designing and implementing three progressively challenging levels.

Ludo Star Game (12/2022 - 01/2023)

- Used C++, SFML library, and data structures and algorithms concepts to build a 4-player Ludo game.

Car Racing Game (12/2021 - 01/2022)

- Used C++ graphic library, concepts of OOP, and programming fundamentals to build a hyper casual game that has pacman and snake game mechanics

CERTIFICATES

Certificate Of Participation - Rookie Game Jam 2023
(07/2023 - 08/2023)

Certificate of Volunteer Service - Rookie Game Jam 2023
(07/2023 - 08/2023)

Introduction to Game Development with Unity - Udemy