Faizan Muhammad

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EDUCATION

Northeastern State University — Broken Arrow, OK
Bachelor of Arts in Computer Science, Minor in Information Systems — *Aug. 2018 – Dec. 2023*

Tulsa Community College — Tulsa, OK
Associate's in Computer Information System — *Aug. 2017 – Dec. 2018*

EXPERIENCE

Online Grocery Associate — June 2020 – Present
Wal-Mart — *Tulsa, OK*
- Mentored new hires in customer service best practices and company policies
- Effectively resolved customer inquiries, concerns, and complaints with a high level of professionalism.
- Collaborated seamlessly with cross-functional teams to improve the overall customer experience.

College Tutor — Aug. 2017 – Dec. 2018
Tulsa Community College — *Tulsa, OK*
- Designed and implemented customized lesson plans to enhance students' understanding of challenging topics.
- Facilitated one-on-one and small group tutoring sessions to address individual learning needs
- Employed effective communication and active listening skills to build rapport with students and understand their learning challenges.

PROJECTS

Portfolio Website | *React, Vite, TailwindCSS* — Jan 2025 – Mar 2025
- Built interactive project showcase with hover effects and dynamic content
- Integrated contact form with form submission handling
- Created responsive design using TailwindCSS that works seamlessly across all devices

Property Rental Website | *React, MongoDB, NextAuth, Prisma* — Sep 2024 – Dec 2024
- Built a full-stack web app with React for the front end and MongoDB for data storage.
- Implemented user authentication using NextAuth for secure login/signup functionality.
- Designed a responsive UI for seamless property browsing and uploading.
- Deployed on Vercel; optimized API endpoints to reduce latency by 20%.

Github API | *React, Vite, REST API, TailwindCSS* — Mar 2024 – Aug 2024
- Created an interactive API showcase component with advanced filtering and sorting capabilities for GitHub repositories
- Implemented a dynamic GitHub integration system that fetches and displays real-time repository statistics, including stars, forks, and commit history
- Built a custom theme system with dark/light mode support using React Context API and TailwindCSS

Project Management Dashboard | *React.js, TailwindCSS, JavaScript, Firebase Firestore* — Jan 2023 – May 2023
- Implemented secure user authentication system with email/password login and registration
- Dynamic State Management using React Hooks to update the interface without page reloads.
- Responsive UI built with TailwindCSS for a modern and clean design
- Built a team management system with role-based assignments (developers, designers, managers)

Cube Shooter | *Github, Unity, C Sharp* — Dec 2022 – Feb 2023
- Developed an interactive 3D cube destruction game using Unity and C# featuring physics-based interactions
- Implemented WebGL deployment for cross-platform browser compatibility, enabling instant play without installation

Frogger Game | *Github, Unity, C Sharp* — Sep 2022 – Nov 2022
- Spearheaded the development of an engaging game using Unity and C Sharp scripting.
- Game retains and stores player information

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, React
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Vercel, MongoDB, Firebase