Rayyan M. Zia

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Summary

Computer Science graduate with a passion for innovative full stack web and software development, AI Integration, and creative solutions. Experienced in hands-on project development, I enjoy exploring new technologies and implementing that new knowledge into a functioning project following a complete development lifecycle.

Education

BS CS — **FAST University, Islamabad**, Computer Science — Aug 2021 – June 2025
- GPA: 3.23/4.0
- **Courses:** Database, Software Engineering, OOP, Data Structures and Algorithms, Generative AI, Technical Writing, Full Stack Development

Technologies

Languages: C++, C#, SQL, ReactJS, Php, Python

Technologies: MERN, Laravel, .NET, SQL Server, MongoDB, Wordpress, Figma

Experience

Sitara Innovations, Web Developer — Islamabad, Onsite — Jan 2025 – Current
- Work alongside Senior Developer from creating client proposals to live deployment. Various development : Wordpress, Shopify, Custom JQuery

Decimal Solutions, Frontend Developer Intern — Islamabad, Hybrid — Jul 2024 – Sept 2024
- Understand core React Libraries and integrated components with NodeJS APIs. Converted Figma templates into working webpages.

Evincible Solutions, Associate SE Intern — Karachi, Remote — Jul 2023 – Sept 2023
- Provided assistance in development of Help Desk, an HR Management System, using C# and ASP.NET, with proper documentation and regular code reviews.

Projects

ResourcesHQ - Resource Sharing Web Application — git/ResourcesHQ ⧉
- Went through complete Software Lifecycle in Agile Environment as Scrum Master to create a fully functioning Resource Management System Web App.
- Tools Used: ReactJS and .NET

NS Home Comforts — git/NSHomeComforts ⧉
- Complete Custom E-commerce Solution to sell Home Decor. Focused on scalability and pipeline construction, in addition to full stack project. Client, Admin and Server Architect.
- Tools Used: ReactJS, Vanilla Php, Laravel

Castle Carnage - Game Design and Development — git/CastleCarnage ⧉
- Design and Developed a tower defense game with effective collaboration and version control on GitHub.
- Tools Used: C#, .NET, Unity, Blender