Sameer Ali

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EXPERIENCE

Educative 2022 - 2024
Software Engineer II

- Developed and maintained server-rendered React applications using Next.js, achieving optimized performance and dynamic UIs with a Google Page Insights score of **85+**.
- Built powerful search solutions with Elasticsearch App Search, enabled **full-text search** in a content driven platform, and used Kibana for setup, visualization, and analytics.
- Replaced the usage of AgGrid with Tanstack React Table, resulting in a substantially **reduced bundle size** and enhancing overall application performance.
- Developed an innovative mock interview feature using OpenAI's GPT-4 Turbo API, handling all the frontend, microservices, and backend flows, which significantly increased premium subscriptions.
- Implemented an email learning reminder feature using React, GCP Tools, and Flask to increase user learning rates by up to **15**%.

Fiverr, Upwork 2020
Freelancer

- Implemented software solutions using efficient algorithms in Java.
- Utilized socket programming in C to implement robust networking programs.

EDUCATION

B.S. in Computer Science 2018 - 2022
CGPA: 3.58
National University of Computer & Emerging Sciences, Pakistan

SKILLS

Software Development: *Python, Flask, Java, React, Next.js, Tailwind CSS, Redis, Elasticsearch, Git*

Programming Languages: *Javascript, Typescript, Python, C++, SQL, Java*

AWARDS

Four Appearances in Dean's List 2018 - 2022
National University of Computer & Emerging Sciences, Pakistan

Runner-up in Intra-FAST Programming Competition 2018
National University of Computer & Emerging Sciences, Pakistan

PROJECTS

Blockchain based Digital Identity Management
A project aimed to provide secure method of storing and sharing digital credentials, certificates and degrees. It utilizes decentralized networks to eliminate storage of important credentials on vulnerable servers that are prone to hijacking and hacking. The blockchain architecture makes sure that the credentials are tamper-proof by generating Non-fungible tokens of the credentials. It uses smart contracts written in clarity and is built on Stacks Blockchain, Node.js and React Framework, paired with Gaia as the cloud provider for storing secured credentials.
Tools & Technologies: Blockstack.js, Node.js. Javascript, React, Hiro Wallet, MongoDB

Interactive 2-Player Chess
Developed a two-player chess game in C++ using Object-Oriented Programming (OOP) and the GP142 GUI library. Designed the game with modular classes for each chess piece, encapsulating movement rules and interactions. Implemented standard chess rules, turn-based play, and move validation. The GP142 library provided a graphical interface, enabling click-and-drag piece movement and valid move highlighting. This project enhanced my skills in OOP, game state management, and GUI development.
Tools & Technologies: C++, GP142

AI-based Interactive Connect 4
Developed an AI-based Connect Four game in Java utilizing the Minimax algorithm for decision-making. Implemented the game logic and AI opponent, enabling the computer to evaluate potential moves and select optimal plays based on future outcomes. The Minimax algorithm, enhanced with alpha-beta pruning for efficiency, ensured competitive AI performance. This project honed my skills in artificial intelligence, algorithm optimization, and strategic game development.
Tools & Technologies: Java