

Resume

ZAAMIR SHAIKH

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EDUCATION

- **Diploma in Computer Engineering** – Thakur Polytechnic (2020-2023) – 82.50%
 - **SSC – M.S Creative School** (2020) – 90.20%
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SKILLS

- **Programming Languages:** Python, PHP, Java, C, C++, C#
 - **Web Development:** HTML, CSS, JS, ReactJS, NodeJS
 - **Application/Game Development:** Android Studio, Unity 3D
 - **Databases:** MySQL, MongoDB
 - **Tools:** Git
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PROJECTS

- **Hospital Management System | Management Website** *(November'23)*
Developed a Hospital Management System using HTML, CSS, JavaScript, and PHP. Designed the layout, built front-end navigation, and implemented back-end features for appointment scheduling and patient record management, improving efficiency and user experience.
- **My Portfolio | React Application** *(July'23)*
Built a portfolio website using ReactJS to showcase my skills and projects. Designed a responsive, user-friendly interface with intuitive navigation and visually appealing presentation. Managed the entire front-end development, from design to deployment, ensuring cross-device accessibility. This website has been hosted live on zaamirsfolio.netlify.app
- **AI Chatbot | Web Application** *(June'23)*
Developed two AI-powered chatbots using OpenAI APIs -
 1. Using Django and MongoDB
 2. Using JavaScriptManaged API integration, database design, and testing, successfully launching both applications.

- **News App | React Application** *(June'23)*
Built a user-friendly news aggregator with React and NewsAPI, delivering categorized Indian news. Designed the UI, integrated the API for real-time data fetching, and ensured a responsive, seamless user experience.
 - **AR Encyclopedia | AR Application** *(April'23)*
Created an AR wildlife app using ARKit for identifying animals and insects. Designed the UI, integrated AR features, and built a 3D model database, ensuring accurate identification and smooth rendering for an engaging educational experience.
 - **Pathfinding Aeroplane | VR Application** *(August'22)*
Created a Unity 3D waypoint system for airplane path control. Designed architecture, wrote C# scripts for waypoint placement, pathfinding, and movement, ensuring smooth, realistic flight paths and a user-friendly interface.
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WORK EXPERIENCE

- **Unity Developer Internship | Vighnesh.Inc, Mumbai** *(July'22 – Aug'22)*
Completed an internship where I gained hands-on experience in game development using Unity Engine. Developed Augmented Reality (AR) and Virtual Reality (VR) applications, along with basic mobile app development, enhancing my skills in interactive and immersive technologies.
 - **Freelancing | Fiverr** *(Jan'22)*
Full Stack Developer Highly-rated Fiverr freelancer with proven success in website design, mobile app development, and game development. Successfully completed numerous projects for global clients, consistently receiving positive feedback and ratings. Seeking a challenging role leveraging expertise in full-stack development to deliver high-quality solutions.
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LANGUAGES

- English
- Hindi
- Arabic
- Urdu