

Suhail Ahmed

Website | LinkedIn Profile
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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TRICHY
BTech in Electronics and Communication Engineering
Expected 2024
Trichy, India

CENTRAL SCHOOL, DUBAI
PCM WITH CS(C++)
March 2020 | Dubai, UAE
Overall: 94% (A1)

LINKS

Github:// [SuhailAhmed2627](#)
LinkedIn:// [Suhail Ahmed](#)
Portfolio:// [suhailahmed](#)
Medium: // [suhailahmed2001sam](#)

SKILLS

LANGUAGES

JavaScript • TypeScript • GoLang
Python • C • C++ • Bash

WEB DEVELOPMENT

HTML • CSS • React/Redux
NodeJS • Express • Fastify
Jest • GraphQL • TailWindCSS
MaterialUI • MantineUI
GIN • GorrillaSockets • GORM
Mongoose • Sequelize

DATABASES

MySQL/PostgreSQL • MongoDB • Redis

TOOLS/SOFTWARE

GIT • Figma • Docker
Postman • AzureDevOps

EXTRA CURRICULARS

EVENT MANAGER AT FESTEMBER
Ideate and Conduct 70+ Events during Festember

SCIENCE CLUB SECRETARY
Manage Intra-school Quizzes and Exhibitions

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEER INTERN

May 2023 - July 2023 | Hyderabad, India

- Worked on **Visio Online**, A widely used and trusted solution for visual communication and collaboration with **1.2M DAU** and 10M MAU
- Leveraged **TypeScript, React, Redux** and **Jest** to build and test various components for a feature in the vast client-side codebase, which is part of **1JS**
- Enhanced **client-side approximation** engine for optimal performance and functionality of the feature

DELTA FORCE | SOFTWARE DEVELOPER

Aug 2021 - Present | Trichy, TN, India

- Software Developer for NIT Trichy's coding club and web team, developing web and app projects for college activities, festivals and admin.
- Designed, Developed and Deployed production ready websites and applications accessed by **10,000s** of unique visitors every year.

AAVEG | HEAD, WEB OPERATIONS

Jan 2022 - Dec 2022

- **Head of the Web Operations** team of Aaveg, the annual inter-hostel sports and cultural extravaganza of NIT, Trichy.
- **Lead a team of 7** to develop and deploy websites and apps for **1,000+** freshers.

PROJECTS

ARCADIA '23 | MULTIPLAYER BATTLE STRATEGY

Dec 2022 - March 2023

- Managed a team of 10 to **ideate, design, develop, and deploy** the game using **React, react-query, Phaser, GoLang, Gin, and MySQL**
- Worked on the client-side with **Phaser.js** in TypeScript to develop reliable and **scalable game logic** while maintaining **high-velocity code execution**
- On the server-side, I implemented **Redis** as a **caching mechanism** and a **real-time leaderboard** feature.
- The event had around **1,000+** registrations and had a prize pool of Rs.30K

STUDENT DASHBOARD | OFFICIAL DASHBOARD OF NIT TRICHY

May 2022 - Present (Maintenance)

- Built **SSR WebApp** for student services, club management and document requests.
- Designed and developed using **Next.js** in Typescript, made with lightweight libraries to ensure **site reliability** in all network bandwidth.
- Implemented **feature-scoped** react architecture for high code quality with high velocity to scale to **4000+** users.

FOTOS | A PHOTO SHARING PLATFORM WITH FACE RECOGNITION

- Built a robust and scalable method to multiple upload images from user to **AWS Bucket** via a **Golang Fiber** server using Go Routines.
- Using **AWS's Face Rekognition**, images were scanned, filtered and maintained in an extremely optimized way to fetch Image and it's details in the smallest time frame possible.