

Mohammed Umaiz N

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Enthusiastic Full Stack developer and recent graduate with a passion for coding and technology. Eager to contribute to innovative projects in a collaborative team environment. Strong foundation in programming languages and problem-solving skills. Committed to learning and growing in the software development field. Excited to bring fresh ideas and a positive attitude to an entry-level position. Ready to make a meaningful impact while developing my skills alongside experienced professionals.

WORK EXPERIENCE

SOFTWAY ,React Trainee |Nov2024-Jan2025

Bangalore ,KA

- Upskilled Myself in React JS Framework from Online Courses and Interacting with the Company FrontEnd Developers.
- Completed Many Simple and Complex React JS Projects for Understanding in which Projects are available in my GitHub Repository.

EDUCATION

Florence Public School

April,2018

SSLC

- Completed my 10th Grade with the Class Category as First Class with the Percentage of 82.8%.

Shri Bhagwaan Mahaveer JAIN College

March,2020

PU, Science(PCMC)

- Completed my PUC in Science(PCMC) and received a Merit Certificate with a Percentage of 78%.

The Oxford College of Engineering

June,2024

B.E, Information Science and Engineering

- Achieved a Merit Certificate with a CGPA of 7.34 out of 10,demonstrating dedication and commitment to academic success.
- Recognized for exceptional teaching and communication skills by peers. Active member of Science Club of Oxford, honing leadership and diplomacy abilities

TECHNICAL SKILLS

- **Skills:** Proficient in advanced **web technologies ,data structures , Front End development, Restful API's, Axios, Git, Redux and API Integration. Back End Technologies, Vibe Coding, Version Control, Middleware's and Databases.**
- **Languages and Frameworks:** **Cursor.ai , React JS ,Node JS, Express JS, EJS (Embedded JavaScript Templates), Python, JavaScript , jQuery, PostgreSQL, HTML, CSS, Style Extensions (Bootstrap, AntDesign)**
- **Deployment:** **Vercel,Render, Git and GitHub**

PROJECTS

Crypto-App (ReactJS, AntDesign, CSS,)

- Utilized **ReactJS** for building the dynamic user interface.
- Efficient re-rendering using React hooks (**useState**, **useEffect**, etc.).
- Designed UI using **Ant Design**, a popular React UI library, for clean and responsive layouts. Implemented **RESTful APIs** for smooth data interaction
- Implemented state management with **Redux Toolkit** for predictable state management and to manage app-wide state.
- Integrated a **Line Chart** to visually represent cryptocurrency price data over time.
- Website link - <https://umaiz123.github.io/Crypto-App/>

Travel Tracker Web Application (Node JS, Express JS, PostgreSQL)

- Developed a full-stack web application using **Node.js**, **Express**, **EJS**, and **PostgreSQL** to track visited countries per user.
- Implemented user account management and dynamic SVG-based map rendering for visualizing visited countries.
- Designed a **normalized relational database schema** with tables for users, countries, and visited countries; used SQL JOINS for relational queries.
- Deployed the application on **Render.com** with secure environment variable management using `.env` files and **SSL-enabled PostgreSQL connection**.
- Website link - <https://travel-tracker-i4aq.onrender.com> Please wait for 30 seconds for Server to start.

PortFolio Website(Cursor.ai, React JS, , CSS, Git, Vercel)

- Designed and developed a **personal portfolio website** using **React.js**, showcasing projects, skills, and experience as a Full Stack Developer..
- Utilized **Frame Motion** for smooth UI animations and transitions, enhancing user engagement..
- Styled the website with **custom CSS** for a clean, responsive, and modern design..
- Built and deployed the application using **Vercel** for fast, serverless deployment with CI/CD integration.
- Project inspired and guided by **Vibe Coding's** design philosophy, tailored to highlight work done at **Cursor.ai**..
- Website link - <https://port-folio-sooty-beta.vercel.app/>.

Simon Game (Web-Based Memory Game) (HTML, CSS, jQuery)

- Built a classic **Simon memory game** using **HTML**, **CSS**, **JavaScript**, and **jQuery** to reinforce front-end development fundamentals. Designed game logic to dynamically generate color sequences and validate user input in real-time.
- Utilized **event listeners** and jQuery to handle keypress and button click events, enabling interactive gameplay.
- Added visual and audio feedback using jQuery animations and sound files to enhance user experience
- Implemented **game state management** with conditionals and arrays to track user progress, game patterns, and level resets.
- Website link - <https://umaiz123.github.io/Simon-Game/>