

# Waheed Gulzar

## Software Engineer

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### Summary

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I am a **Software Engineer** with a strong passion for **Web Development** and extensive experience in building web applications.

I possess a solid understanding of React.js and Node.js, having developed multiple web applications, ranging from small projects to large-scale systems. My strong problem-solving skills, combined with my enthusiasm for learning new technologies, enable me to continuously grow and adapt in this ever-evolving field.

### Education

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**National University of Computer and Emerging Sciences (NUCES), Islamabad** Aug 2022 – till date

- Bachelor's degree in Software Engineering

### Projects

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**Development of Pygame-based Chess Application** Jul 2025

- Built core game logic including legal move generation, check/checkmate detection, and undo functionality.
- Integrated graphical interface with dynamic piece rendering, square highlighting, and real-time user interaction.
- Optimized performance with efficient event handling and frame updates to maintain smooth gameplay.
- Built using Pygame and Python ([View code](#))

**Development and QA of Make.com Automations** June 2025

- Designed and implemented Make.com automation workflows to streamline data integration and business processes.
- Configured triggers, actions, and data mapping across multiple apps and APIs to ensure accurate automation.
- Developed error-handling and conditional logic to improve reliability and fault tolerance of workflows.
- Conducted functional and integration testing to validate automation logic, API connections, and data flows.

**Bilingual Healthcare Platform** Mar 2025 - Present

- Integrated Zoom API for video assistance and Socket.io for real-time messaging and notifications.
- Implemented a script-based multilingual translation system to reduce third-party costs.
- Built using the MERN stack.

**QA Testing for Java POS System** Dec 2024

- Performed both white-box and black-box testing to validate the system's logic and user workflows.
- Designed and executed test cases for modules such as billing, inventory, and reporting.
- Automated UI and regression tests using Selenium to enhance test coverage.
- Reported and documented bugs, contributing to improved system stability and performance.

**2nd Bite – Figma UI Design (HCI Project)** Feb 2023 - Jun 2023

- Focused on user-centered design principles, accessibility, and intuitive navigation.
- Conducted usability testing and applied feedback to improve the interface.
- Built using Figma. ([View Design](#))

## Courses

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- Software Quality Engineering
- Software Requirement Engineering
- Human Computer Interaction
- Software Development Architecture

## Tools and Technologies

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- Python, C/C++, Java, Javascript, Git, Linux, Typescript
- React js, Node js, Express js, Docker, Kubernetes, SQL, MongoDB
- Trello, Jira, Figma, GitHub, selenium, Zapier and Make.com