

SKILLS

- **Portfolio:** <https://mizuka.vercel.app> | **Github:** <https://github.com/zahooruddin-dev>
- **LinkedIn :** <https://www.linkedin.com/in/muhammad-zahooruddin-nizamani-844a58274>
- **Proficient :** JavaScript(ES6+) ,React.js, RESTful API, Debugging ,Deployment (Vercel)
- **Programming Languages :** JavaScript , C# , C++ , C
- **Tools :** Git, GitHub, Vercel, Unity, Redux, NPM, Render
- **UI Design :** Figma, Responsive Design, UX, Styled Components
- **JavaScript Framework :** React.js, Node.js
- **Database :** Firebase, Appwrite, MongoDB, MySQL

EXPERIENCE

Front-End React.js Developer (Remote)

Dec 2023 – May 2024

Independent Contractor

- Migrated and Optimized **React.js** Projects: Converted 7n **CRE** projects to **Vite**, reducing build times from **1.5 seconds to instant**.
- Enhanced development speed and performance by removing redundant code and optimizing for smoother operation on legacy hardware like Raspberry Pi.
- Added Notifications: Implemented a notification system to inform users about important updates.
- Implemented **New** Features: Integrated a newsletter popup to facilitate user engagement.
- Enabled Targeted Email Marketing: Enhanced features to support efficient email marketing campaigns, improving outreach.

Code Maintainer (Remote)

Feb 2021 – Feb 2022

Independent Contractor

- Collaborated with new developers, guiding them through complex **Unity** codebases and design patterns to ensure a smooth transition into projects.
- Provided detailed troubleshooting and onboarding support, improving team efficiency by **20%** during code maintenance and feature integration.
- Optimized project performance and maintained consistent **adherence to best practices**, ensuring long-term scalability.

Game Developer and Game Design (Remote)

April 2018 – Feb 2021

Independent Contractor

- Led and developed **3 mobile RPG projects** in **Unity** using **C#**, creating dynamic gameplay and immersive environments.
- Managed project timelines and quality control, delivering high-quality, engaging games on schedule.
- Optimized Existing Games for Mobile Platforms: Refined game mechanics, graphics, and physics to enhance gameplay experiences.
- Optimized game performance, increasing frame rates from below **30 FPS** to **60 FPS** on low-powered mobile devices, ensuring smooth gameplay.
- Contributed to **17 Diverse Game Projects**: Led 9 projects from scratch to deployment, focusing on performance improvements and optimizations across various platforms while applying effective problem-solving and collaboration skills.

PROJECTS

Typing Web Application (React.js, Custom Hooks, Styled-components, Local Storage)

- Developed a responsive **typing web application** using **React.js** and **Custom Hooks** for reusable logic.
- Styled the UI using **Styled-components** for modular and scoped styling.
- Integrated **Local Storage** to persist user settings such as theme, mode (word, sentence, free typing), and sound effects.
- Enhanced the user experience with **Ultra-Zen Mode** and **Focused Mode** for distraction-free typing.

React Dashboard (React.js, Vite.js, React Context API, Dynamic Images import, Modular Component Structure)

- Developed a component-based dashboard using **React.js** and **Vite.js** for rapid prototyping and performance optimization.
- Utilized **CSS Modules** for scoped styling and the **React Context API** for efficient global state management.
- - Designed the dashboard with a **modular structure**, enabling easy integration of future API-driven data for real-time updates.

EDUCATION

St. Bonaventure's High School – Completed July 2024

August 2020-Aug 2024

- **SSC**, Major: **Computer Science**
- **HSSC**, Major: **Computer Science**