Muhammad **Zahooruddin Nizamani**
Hyderabad, Pakistan (Relocation / Remote Possible)

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Portfolio: https://mizuka.vercel.app | **Github**: https://github.com/zahooruddin-dev
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SKILLS

- **Proficient** : JavaScript(ES6+) ,React.js, RESTful API, Debugging ,Deployment (Vercel), HTML5, CSS3, JSON
- **Programming Languages :** JavaScript , C# , C++ , C
- **Tools :** Git, GitHub, Vercel, Unity, Redux, NPM, Render, Version Controls
- **UI Design :** Figma, Responsive Design, UX, Styled Components
- **JavaScript Framework :** React.js, Node.js
- **Database :** Firebase, Appwrite, MongoDB, MySQL

EXPERIENCE

Frontend react.js Developer (Remote Freelance) — *Nov 2023 – Jul 2024*

- **Migrated** and Enhanced **React.js** Projects: Converted **7 CRE** projects to Vite, reduced build times from **1.5 seconds** to near-instantaneous execution.
- Accelerated development **speed** and performance by removing redundant code and improving operations 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.

Project Code Lead (Remote Freelance) — *Feb 2021 – May 2022*

- 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, streamlining code maintenance and feature integration to enhance team collaboration and productivity.
- Optimized project performance and maintained consistent **adherence to best practices**, ensuring long-term **scalability**.

Game Developer and Game Design (Remote Freelance) — *Apr 2018 – Mar 2021*

- 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.
- **Refined** game mechanics, graphics, and physics to enhance gameplay experiences on mobile platforms.
- Accelerated game performance, improving frame rates from below **30 FPS** to a consistent **60 FPS** on low-powered mobile devices, ensuring fluid 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, Libraries)

- **Links** : https://mizuka-types-2-0.vercel.app/
- 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.

EDUCATION

St. Bonaventure's High School – Completed July 2024

- **HSSC, Major: Computer Science** — *Aug 2022-Aug 2024*
- **SSC, Major: Computer Science** — *Aug 2020-Aug 2022*