

SKILLS

- **Portfolio site:** <https://mizuka.vercel.app>
- **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 , Responsive design, Styled Components
- **JavaScript Framework** : React.js, Node.js
- **Database** : Firebase , Appwrite , MongoDB, MySQL
- **Version Control** : Git (collaborative development)

PROJECTS

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

- Implemented Advanced Features: Added persistent settings, customizable themes, multiple game modes (word, sentence, free typing), and timed challenges (15s, 30s, 60s, 90s).
- Enhanced User Experience: Added Ultra-Zen Mode, Focused Mode, and customizable sound effects for distraction-free typing, with consideration for easily incorporating additional languages in the future.

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

- Developed a responsive, component-based dashboard using React.js and Vite.js, utilizing CSS Modules for scoped styling and the React Context API for efficient global state management, designed with a modular structure to easily incorporate future API-driven data.
- Designed with a modular structure: Ensured the dashboard could easily incorporate future API-driven data, allowing for scalability and adaptability in future updates.
- Implemented dynamic features: Added a sidebar toggle, search and notification buttons, and grid layouts for displaying cards, transactions, and reports, planned to support real-time data integration in the future.

EXPERIENCE

Independent Contractor

Dec 2023-May 2024

Front-End React.js Developer

- Migrated and Optimized React.js Projects: Converted seven 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.
- Implemented New Features: Integrated a newsletter popup to facilitate user engagement.
- Added Notifications: Developed a notification system to inform users about important updates.
- Created a "Contact Us" Form: Utilized EmailJS for streamlined communication between users and the team.
- Enabled Targeted Email Marketing: Enhanced features to support efficient email marketing campaigns, improving outreach.

Independent Contractor

Feb 2021-Feb 2022

Code Maintainer

- Worked with New Developers: Collaborated to navigate the codebase and design patterns, ensuring a smooth transition and adherence to best practices.
- Provided Detailed Guidance: Offered troubleshooting and assistance to facilitate effective onboarding and integration for new team members.
- Maintained and Collaborated in Optimized Game Code: Ensured stability and performance while supporting the team's development efforts with progressive and continuous improvements.

Independent Contractor

April 2018-Feb 2021

Game Developer and Game Design

- Developed and Maintained Game Projects: Led three mobile RPG projects in Unity and C#, designing engaging gameplay and dynamic environments.
- Managed Project Aspects: Ensured high-quality, immersive experiences through effective project management.
- Optimized Existing Games for Mobile Platforms: Refined game mechanics, graphics, and physics to enhance gameplay experiences.
- Improved Performance: Increased frame rates from below 30 FPS to a stable 60 FPS on low-powered devices, ensuring smoothness.
- Contributed to 17 Diverse Game Projects: Led nine projects from scratch to deployment, focusing on performance improvements and optimizations across various platforms while applying effective problem-solving and collaboration skills.

EDUCATION

St. Bonaventure's High School – Completed July 2024

August 2020-Aug 2024

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