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Muhammad Zahooruddin Nizamani

Hyderabad, Pakistan (Relocation / Remote Possible)

- **Portfolio:** <https://mizuka.vercel.app> | **Github:** <https://github.com/zahooruddin-dev>
- **LinkedIn:** <https://www.linkedin.com/in/muhammad-zahooruddin-nizamani-844a58274>

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

Front-End React.js Developer (Remote)

Nov 2023 – Aug 2024

Independent Contractor

- **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)

Feb 2021 – May 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, 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)

Apr 2018 – Mar 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.
- **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)

- **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.

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

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

Aug 2020-Aug 2024

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