# Muhammad Zahooruddin Nizamani

*Hyderabad, Pakistan ( Open to Relocation / Remote) )*

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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.com(server deployment), Version Controls, SEO
- **UI Design** : Figma, Responsive Design, UX, Styled Components
- **JavaScript Framework** : React.js   • **Database** : Firebase, Appwrite, Relational Database

## EXPERIENCE

### SaaS Front-End Developer
*Freelance | **Sep 2024 – Present***

- Build responsive websites for small businesses with SEO optimization.
- Develop and maintain booking systems, preventing spam bookings.
- Handle hosting, deployment, and ongoing site maintenance.

### 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: Added features to collect user emails for efficient campaigns, improving outreach.
- Built an admin page with authentication for managing user data securely.

### Project Code Lead (Remote)
*Independent Contractor | **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)
*Independent Contractor | **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 engaging games on schedule.
- Refined game mechanics, graphics, and physics to enhance gameplay 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.
- Led **9** game projects from start to end, ensuring cross-platform performance and high-quality execution
- Enhanced performance across **17** projects by applying problem-solving and collaboration skills for optimal functionality.

## PROJECTS

**Typing Web Application**
**Tech Stack :** React.js, Custom Hooks, Styled-components, Local Storage, Libraries
**GitHub :** https://github.com/Zahooruddin-dev/Mizuka-Typing-2.0    **Links :** https://mizuka-types-2-0.vercel.app/

**MULTI LLM AI ASSISTANT**
**Tech Stack :** React.js, LLM, Styled-components, Local Storage, Libraries, Auth
**GitHub** : https://github.com/Zahooruddin-dev/MULTI-LLM-CHATBOT

## EDUCATION

### St. Bonaventure's Higher Secondary School
- **HSSC(Higher Secondary School Certificate), Majoring in Computer Science** (Graduated August 2024)