Muhammad Zahooruddin Nizamani

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Github

LinkedIn

SKILLS

• Portfolio site: https://mizuka.vercel.app

• Proficient: JavaScript developer ,React.js, developer ,Front-end developer

• Programming Languages:: JavaScript, C#, C++, C

• Tools: Git, Github, Vercel, Unreal, Unity, JavaScript Libraries, React libraries, NPM, Render

UI Design: Figma, Responsive Design, UX
 JavaScript Framework: React JS, Node JS, REST
 Database: Firebase, Appwrite, MongoDB, MySQL

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.

Password Generator JavaScript(ES6), Responsive Design, Clipboard API, File API, JavaScript Libraries

- Developed Advanced Password Generator: Built a detailed application with dynamic password generation, advanced styling, and enhanced responsiveness using JavaScript for interactive features.
- Incorporated advanced JavaScript functionalities including password strength analysis, clipboard integration, and file download capabilities
- Implemented Password Strength Analysis: Added entropy calculation to assess password security and provide users with confidence that their generated passwords are robust and safe.

QR Code Generator React JS, React-libraires (react-QR-code, html2canvas, file-save)

- Developed React-Based QR Code Generator: Utilized the react-qr-code library for dynamic QR code generation, with features for displaying, downloading, and sharing codes.
- Implemented Advanced QR Code Features: Integrated html2canvas for capturing and downloading QR codes as PNGs and added a shareable URL, enhancing the application's versatility and usability.

EXPERIENCE

Freelance (Aruma Software Agency)

Dec 2023-May 2024

Front End Web Developer

- Migrated and Optimized Web Projects: Converted 7 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, added notifications, and a "Contact Us" form using EmailJS. These enhancements streamlined communication, enabled targeted email marketing.

Subcontracted 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 and troubleshooting to facilitate effective onboarding and integration.
- Maintained and Collaborated in Optimized Game Code: Ensured stability and performance while supporting the team's
 development efforts with progressive and continuous improvements.

Subcontracted April 2018-Feb 2021

Game Developer and Game Design

- Developed and Maintained Game Projects: Led 3 mobile RPG projects in Unity and C#, designing engaging gameplay and dynamic environments. Managed project aspects to ensure high-quality, immersive experiences.
- Optimized Existing Games for Mobile Platforms: Refined game mechanics, graphics, and physics to enhance gameplay experiences. Improved performance by increasing frame rates from below 30 FPS to a stable 60 FPS on low-powered devices, ensuring smoothness
- Contributed to 17 Diverse Game Projects: Led 9 projects from scratch to deployment, focusing on performance improvements and
 optimizations across various platforms.
- Utilized Problem-Solving and Collaboration Skills: Applied effective problem-solving, collaboration, and adaptability throughout the development process to guarantee successful project outcomes.

EDUCATION

High School

St. Bonaventure's high school AKU-EB

August 2020-July 2024