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SKILLS

Front-end-Development

PHP

iavaScript

HTML & CSS

Bootstrap

WordPress

Shopify Development

Front end Testing

LANGUAGES

Urdu

Native or Bilingual Proficiency

English

Professional Working Proficiency

INTERESTS AND HOBBIES

Learning about new skills, and playing Badminton

Abdul Wahab

Software Developer

To pursue a challenging career and be part of a progressive organization that's give scope to enhance my knowledge skills and to reach the pinnacle in the computing and research filed with sheer determination, dedication and hard work

EDUCATION

Bachelors Degree in Computer Science From 2016 to 2020

NFC IET University Of Engineering & Technology

WORK EXPERIENCE

Currently Working In(BUCH International Hospital Multan) Assistant Web Application Developer (www.buchhospital.com)

Front End Development

In This Job, my Major role is to build the front end Website

Software house (Fistix) AUG 2021 TO JAN 2022

Front End Development in Shopify

In This job, i will manage the Shopify store & modification for new implementation.

Trisbro (Lahore) JAN 2020 to July 2020

Masood and sons Company (Unilever Distributor)

In This Job i will handle the DMS Software

JULY 2019 to OCT 2019

ACHIEVEMENTS

Certification of Microsoft Office 2016

Certification of Microsoft power point 2016

Certification of Introduction to routing and Switching

PROJECTS

BUCH HOSPITAL WEBSITE

On this website, we design the complete Admin panel with a management system of Doctors' profiles and employee records. By using Javascript, Jquery, bootstrap, and PHP

Paper. Kit web Application

I made this front end web application in JavaScript by using the typescript kit that's free available its just like the free templates of Material UI

FINAL YEAR PROJECTS

3D Architecture Design

In our final year project, we developed a sketch in Augmented Reality. We are made the 3D design of the target image. We are made the most helpful App. This app will available in android. (March 2019 to Dec 2020)

Tools and Technology

- * We use UNITY software for this project. * We use the UNITY 2D models. * We made the Material in C# language
- * We use VUFORIA Library.