Ahnaf An Nafee

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Skills

Programming (Python, TypeScript, JavaScript, Kotlin, Java, Jest, Detox, TypeScript, JUnit, Selenium, PostgreSQL, MySQL, WebGL, C#, C, C++, Haskell, G/HLSL, SQLite)

Tools & Frameworks (React Native, SpringBoot, Node.js, React, JIRA, Android Studio, Xcode, GitHub, Postman, AI, ML, AWS [ECS, EC2, SNS, SES, Route 53, RDS], PostgreSQL, Lambda, Cloud Formation Stack, Docker, WebSocket Integration, ERM, Microservice API, OAuth, Unity, Unreal Engine)

Professional Experience

Software Developer, *Dynasty 11* ⬈   Sep 2021 – Present | Wayne, PA
- *Create and Implement* 6 new **DevOps** pipelines to deliver fast OTA application updates, backend build status, and Infrastructure as Code
- *Spearhead* backend migration to **Amazon Elastic Beanstalk** for **auto-scaling** server instances, reducing application load and costs by 80%
- *Automate* the build and deployment process with **GitHub Actions** and **Maven** and use **Serverless Lambda** functions for monitoring, eliminating 85% of manual work
- *Develop* a custom API layer to handle all CRUD transactions, and **JWT token management** and implemented interceptors to embed custom headers
- Engineer Java service integration for **STOMP WebSockets** for in-app chat functionality
- Chart and Integrate Third-Party services and **OAuth services** with **20+ RESTful endpoints** to create a scalable, user-facing application and **increase user engagement**

Technical Programmer Co-op, *PHL Collective* ⬈   Mar 2021 – Sep 2021 | Philadelphia, PA
- Integrated and Scripted versatile **game managers** to simplify future design processes
- *Developed* shaders with multiple variants for general **stylized** usage
- *Collaborated* with the Art team to improve workflows and create simpler and customizable **shaders**
- Performed **integration and stress testing** on WIP games, while reporting any issues in a developer-friendly format in Mantis
- Coordinated closely with the design team to identify problematic areas and created relevant **test cases**

Projects

PostScript Preview, *Extension Developer* ⬈   Oct 2021 – Present
- Developed an **open-source extension** for Visual Studio Code to preview EPS and PS files using TypeScript
- **Resolved** user issues and **released updates**, resulting in over 2**000+ downloads** on the VS Marketplace
- Expanded extension functionality to support all platforms, providing a **seamless and engaging user experience**

Checkers Party, *Game Network Engineer* ⬈   Oct 2020 – Dec 2020
- Integrated **cross-platform multiplayer functionality** using the Photon Engine
- Implemented **load balancer net code** for player rooms to **improve performance**
- Designed a **user interface based on Figma prototype**
- Engineered smooth GameObject animations for **enhanced user experience**

Education

BS in Computer Science, *Drexel University*   2018 – 2022 | Philadelphia, PA
Concentration in Artificial Intelligence, Game Programming and Development
Honors: *manga cum laude*