Ahnaf An Nafee

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EDUCATION

Drexel University
Philadelphia, PA

Bachelor of Science in Computer Science
Anticipated Graduation: June 2022

Concentration in Game Programming and Development
Cumulative GPA: 3.77

SKILLS

Programming Languages	**Software Frameworks**	**Infrastructure Tools**
Python, Java, TypeScript, JavaScript, C#, C, C++, Bash, Racket, Haskell, HLSL, GLSL, ShaderLab	*React Native, Expo, Spring Boot, Node.js, React JS, NumPy, Flask, jQuery, AJAX*	*Git, Docker, AWS, PostgreSQL, MySQL, SQLite, Jetbrains Suite; Adobe Xd, Illustrator, Photoshop; Maya, Unity 2021*

PROFESSIONAL EXPERIENCE

Dynasty 11 🔗
Sep 2021 – Present

Technical Director (Player 2)
Philadelphia, PA

- Facilitate weekly meetings with stakeholders and project team to ensure streamlined communication
- Engineer Java service integration for STOMP WebSockets with SockJS for in-app chat functionality
- Chart and Integrate Third-Party services and OAuth services with 20+ RESTful endpoints using Node.js to create a scalable, user-facing application and increase user engagement
- Reduced performance bottlenecks in the custom chatting service using Redux state management by 80%, making the user experience lag-free

PHL Collective 🔗
Apr 2021 – Sep 2021

Technical Programmer Co-op
Philadelphia, PA

- 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
- Developed shaders with multiple variants for general stylized usage
- Collaborated with the Art team to improve workflows and create simpler and customizable shaders
- Integrated and scripted versatile game managers to simplify future design processes

Strive
Jun 2020 – Jul 2020

Software Developer Intern
Philadelphia, PA

- Revamped site design from scratch, while ensuring maximum usability experience, with Adobe Xd
- Implemented responsive mobile layout which increased user base, developed with Ionic React
- Engineered a client onboarding flow to simplify onboarding and community engagement

PROJECTS

PostScript Preview 🔗
Oct 2021 – Present

Extension Developer

- Build an open-source extension to help preview EPS and PS files within Visual Studio Code using TypeScript
- Rectify user issues and patch to publish in the VS Marketplace, achieving over 500+ downloads
- Extend extension functionality to support across all platforms and create an extensible and engaging end-user experience

Icebreaker 🔗
Jan 2020 – Feb 2020

Full Stack Web Developer

- Spearheaded a scrum team to deliver features for both desktop and mobile, slashing time to delivery by 20%
- Implemented front-end features with HTML, JavaScript, CSS; Developed back-end with Node JS
- Deployed and maintained user database, using MySQL