

# Ahnaf An Nafee

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## Skills

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**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

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**Software Developer, Dynasty 11** 📁

Sep 2021 – Present | Wayne, PA

- *Designed and implemented* 6 new DevOps pipelines to deliver fast **OTA application updates**, resulting in **improved customer satisfaction and retention**
- *Led* the backend migration to **Amazon Elastic Load Balancers** and **Auto Scale Groups**, resulting in an 80% **reduction in application load and costs**
- *Automated* the build and deployment process with **GitHub Actions** and **Maven**, and implemented **Serverless Lambda** functions for **monitoring**, resulting in an 85% reduction in manual work
- *Created* a custom API interceptor to handle all CRUD transactions and **JWT token management**, improving **security and scalability**
- *Engineered* Java service integration for **STOMP WebSockets** to enable in-app chat functionality, **enhancing user engagement and experience**
- *Integrated* third-party services and **OAuth services** with over 20+ RESTful endpoints, contributing to the development of a **scalable**, user-facing application and **increasing user engagement**

**Technical Programmer Co-op, PHL Collective** 📁

Mar 2021 – Sep 2021 | Philadelphia, PA

- *Integrated and scripted* versatile game managers to streamline future design processes and **improve efficiency**, resulting in a more **efficient** and **effective workflow** for the development team
- *Developed* **parameterized shaders** with multiple variants for general stylized usage for **DC's Justice League: Cosmic Chaos**, enhancing **visual aesthetics and appeal**
- *Worked* closely with the Art team to improve workflows and create simpler, **customizable shaders**, improving **collaboration and productivity**
- *Conducted* **integration** and **stress testing** on WIP games, identifying and reporting any issues in a developer-friendly format using **Mantis**
- *Coordinated* closely with the design team to identify problematic areas and **created relevant test cases**, ensuring the **quality** and functionality of the final product

## Projects

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**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 **2000+ 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

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**BS in Computer Science, Drexel University**

2018 – 2022 | Philadelphia, PA

Concentration in Artificial Intelligence, Game Programming and Development

**Honors:** *magna cum laude*