Labbey Ammar Ahmed

Software Developer

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TOOLS & TECHNOLOGIES

Languages - HTML, CSS, Javascript, Typescript, Python, SQL

Frontend Libraries & Frameworks - React, React Router, React Hook Form, React Native, Expo, TailwindCSS, Zustand, Framer Motion

Backend Libraries & Frameworks - Node.js, Express.js, WebSocket, PrismaORM

Additional Libraries - Bcrypt, JWT, Zod

Web Hosting & Deployment - Docker, AWS, Cloudflare, Digital Ocean, Vercel

Databases - PostgreSQL

Dev Tools - Git, Github, Github Actions CI/CD, Turborepo

Operating Systems - Linux

CERTIFICATIONS

- **AWS Academy Cloud Foundations Course**

Completed the AWS Cloud Foundations Course, covering core AWS services and concepts.

View Certificate | View Badge

PROJECTS

CutTheQ | GitHub | Website

CutTheQ is a mobile-first food ordering app designed to streamline the canteen experience with real-time order management and menu updates. Developed in collaboration with students for our university canteen, **the app has received funding from the university** and is actively used in production by up to **100 active users**, with incremental releases. By replacing the outdated manual system, CutTheQ cuts wait times, improves organization, enhances the user experience, and is projected to boost revenue for the university canteen.

Tools and Technologies Used

- **Frontend -** React Native, Expo
- **Backend -** Node.js, Express, WebSocket, PrismaORM, Zod, Firebase Cloud Messaging(FCM), Resend Mail
- **Database -** PostgreSQL(Neon)
- **Payment Gateway -** Razorpay
- **Monorepo Management -** Turborepo
- **Authorization -** JSON Web Tokens (JWT)
- **DevOps & Deployment -** Docker, Kubernetes, Redis, KafkaJS, Cloudflare proxy

Applied Skills & Concepts

- The project involved a real-time WebSocket server with role-based socket management, handling concurrent connections with separate pools for customers and canteen staff, ensuring efficient message routing and controlled access.
- Utilized Firebase Cloud Messaging(FCM) for push notifications and Nodemailer for emails, integrated through a Kafka consumer to scale and efficiently handle high loads.
- The platform utilized PostgreSQL, through Neon, as the database, with Prisma as the ORM, to efficiently manage and store user data, orders, and menu details.
- Utilized Docker and Kubernetes to manage and orchestrate the backend infrastructure, enabling efficient deployment, scaling, and service management across multiple environments.
- The collaborative nature of the project required effective communication and coordination with teammates to align on system architecture and feature implementation. Close collaboration with college staff helped refine the requirements and tailor the platform to address specific operational inefficiencies in the canteen.

Super Tic-Tac-Toe | Github | Website

Super Tic-Tac-Toe is an advanced take on the classic game, featuring nine interconnected boards where moves depend on the position of the previous move within each sub-board.

Tools and Technologies Used:

- **Frontend -** React, React Router, TypeScript, TailwindCSS, Shadcn, Framer Motion, Vite
- **Backend -** Node.js, WebSocket, Zod
- **Deployment -** DigitalOcean VPS (Droplet) , Cloudflare Proxy, Docker

Applied Skills & Concepts

- The game mechanics tracked player turns and managed state across squares, boards, and move history, allowing users to navigate to previous or next moves while ensuring consistency across nested boards.
- Server-side validation was implemented to guarantee fair gameplay, prevent cheating, and handle complex multiplayer game logic.
- WebSocket enabled real-time move updates, chat functionality with opponents, and features like resign, draw offers, and game state synchronization for both offline and online multiplayer modes.
- The game supports three distinct modes: offline single-player, online multiplayer, and classic mode with each mode routed separately.
- UI animations were incorporated throughout the game, including smooth transitions for the loader, entry animations, and dynamic background effects.
- The frontend is hosted on Cloudflare CDN, while the game server runs in a Docker container on a DigitalOcean Droplet, with Cloudflare proxy providing DDoS protection and SSL/TLS encryption for HTTPS.

EDUCATION

Bachelor of Computer Applications(BCA)

St Joseph's University, Bengaluru

July 2022 - April 2025(Ongoing)

Currently pursuing the third year of a BCA undergraduate degree, with a focus on software development.

Academic Performance

Semester	Semester 1	Semester 2	Semester 3	Semester 4	Semester 5	**Overall**
SGPA(max. 10)	8.18	8.60	8.20	8.56	8.16	**8.34**

Pre-University(12th grade, ISC)

Bishop Cottons Boys' School, Bengaluru

May 2022

Overall Grade: **84.6%**

High School(10th grade, ICSE)

Aavishkar Academy, Bengaluru

March 2020

Overall Grade: **91%**

RESEARCH

- Authored an academic paper titled ***Web App Rendering Patterns: A Comprehensive Examination*** as part of the college curriculum, exploring rendering techniques like SSG, CSR, and SSR, and their effects on performance and user experience.

  View Paper

PROFESSIONAL INTERESTS & CURRENT PURSUITS

- Passionate about Linux, exploring different distros and desktop environments like GNOME and KDE Plasma. I use Ubuntu as my primary OS and enjoy customizing my setup and experimenting with terminal utilities such as Tmux and Vim.
- Actively participate in coding competitions and hackathons to improve problem-solving skills.
- Currently working on the JAVA 17 OCP certification and the AWS Certified Solutions Architect Certificate to expand my technical skill set and knowledge.