UMAR NAEEM
ANDROID AND WEB DEVELOPER

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Lahore

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OBJECTIVE

As an experienced Android and React JS developer, my objective is to leverage my expertise and skills to contribute to the success of a cutting-edge technology company. I seek to work in a dynamic team environment that values innovation, creativity, and excellence in delivering software solutions. My ultimate goal is to continually enhance my skills and knowledge in software development while working on challenging projects that have a positive impact on the world.

SKILLS

Html
CSS
JavaScript
React Js
C++
Kotlin
Java
Node Js
MongoDB
Express Js
Graphql
Tailwind CSs
Bootstrap

INTERESTS

Cricket
Reading Books

EXPERIENCE

Android Development
1. Designed and developed multiple Android applications using
Java and Kotlin programming languages.
2. Experienced in integrating RESTful APIs and Firebase services like Cloud Firestore, Firebase Auth, and Firebase Cloud Messaging.

3. Strong understanding of Android application architecture components like Activity, Fragment, Service, BroadcastReceiver, and Content Provider.
4. Expertise in using Android Studio IDE and tools like Android Debug Bridge (ADB), Logcat, and Android Pro ler for debugging and performance analysis.

Web Development
1. Designed and developed multiple web applications using React JS and related technologies like Redux, React Router.
2. Pro cient in creating responsive and user-friendly interfaces using HTML, CSS, and JavaScript.
3. Strong understanding of React JS architecture components like components, props, state, and lifecycle methods. 4. Expertise in using popular developer tools like Visual Studio Code, Git, and GitHub for version control, collaboration, and deployment.

EDUCATION

2018-2022

University of Technoloy Nowshera

FINAL YEAR PROJECT

Unity Endless 3D Runner Game in C-Sharp
In your Unity endless 3D runner game, players take control of a character running through a never-ending level lled with obstacles and challenges.

The game features smooth and responsive controls that allow players to jump, slide and dodge obstacles with precision.

As players progress, they can collect power-ups such as coins or boosts that give them temporary advantages or unlock new characters with unique abilities.

In terms of the game's code, it would likely be written in C# using Unity's built-in game engine and tools

PROJECTS

React Ecommerce Website using Context API and useReducer
The website is designed to be user-friendly and responsive. It provides users with a variety of product categories to choose from, such as clothing, electronics, and home goods. Users can easily search for speci c products or browse through the entire inventory.

The Context API is used to manage the state of the application, which includes the user's cart and their current selection of products. The useReducer hook is used to handle the actions that can be performed on the state, such as adding or removing items from the cart.
Overall, this React Ecommerce Website using Context API and useReducer is a
modern and e   cient solution for online shopping, providing users with a seamless

and enjoyable shopping experience.

React Blog Website using rebase Database

The React Blog app website using Firebase Database is a web application that allow users to create and manage blog posts. The website is built using the React.js framework and is backed by Firebase Database, a cloud-based NoSQL database tha provides real-time data synchronization and automatic scaling.

The website has a simple and intuitive user interface that allows users to create new posts, edit existing posts, and delete posts. Users can also view a list of all the blog posts and lter the posts based on speci c categories or tags. The website also supports user authentication, allowing users to create accounts and login to the website to access their own posts.

React js E-Commerce Website using Strapi and GraphQl

The backend of the application is powered by Strapi,

GraphQL is used as the query language to communicate with the Strapi backend, enabling e cient data retrieval and manipulatio

The application allows users to perform various actions, such as browsing, searching, and ltering content.

The application also includes features such as pagination, in nite scrolling, and responsive design, making it accessible on all devices

Chatting Application in Android Studio Using Kotlin

The app o ers a simple and intuitive user interface that allows users to easily send and receive messages, share media les such as photos.

Firebase database provides real-time synchronization, which means that all messages and user data are instantly updated across all devices.