

NADEEM ASHRAF

Lucknow, Uttar Pradesh, India

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Technical Skills

Languages: JavaScript, TypeScript, Python, HTML/CSS, SQL, GDScript

Technologies/Frameworks: React JS, Redux, Recoil, NodeJS, Express JS, MongoDB, MySQL, PostgreSQL, GitHub, Godot Game Engine

Developer Tools: VS Code, Figma, Postman, Docker

Misc: Data Structures, Algorithms, Problem Solving, Client Solutions, Customer Management, Leadership, Test Driven Development

Experience

AVRL

March 2024 – Present

Client Solutions Advisor - Engineering Associate

Seattle, US [Remote]

- Working with some popular 3PLs and Carriers in the United States, assisting them with Automated Software Solutions for their day-to-day business needs, aiming towards **enhancing profitability and efficiency**.
- Optimizing deployed RPAs, **achieving 12% to 15% faster API response time** thus **reducing overall processing time by 6% - 8%**.
- Performing Code reviews and E2E Testing of the RPAs being deployed and building Frontends for Internal and Customer Facing tools using technologies such as React and Vanilla JS (HTML CSS and JavaScript)

AVRL

September 2021 – March 2024

Software Development Engineer

Seattle, US [Remote]

- Worked as a JavaScript Engineer building RPAs, both Frontend and Backend, using Internal Tools, Libraries and Frameworks.
- Delivered over **40 RPAs**, writing clean code, following best practices and standards, resulting in customer **savings of 6 to 14 hours** of manual work daily.
- Orchestrated the end-to-end redesign of the company's product** through Figma, aligning with UI/UX design principles, collaborated closely with Senior Developers to build **responsive and scalable front end application** and implementing innovative features using **JavaScript (ES6), HTML5, and CSS3**.

Projects

CodeRTC | *TypeScript, React, HTML/CSS, Web Sockets, PostgreSQL, Redis*

- Developed a collaborative coding platform for practicing data structures and algorithms with friends. The application features a real-time coding environment with features like code execution, live collaboration, and session management.
- Implemented a monolithic Express.js backend with a focus on clean code architecture, including user authentication and authorization using HTTP-only JWT cookies, CRUD functionality for users and private/protected rooms, and real-time collaboration via WebSockets using Socket.IO.
- Designed the React-based frontend using Vite as the bundler, TailwindCSS for styling, the shaden/ui library for UI components, Redux Toolkit and Context API for state management, and the Monaco Editor for the code editor. Incorporated frontend best practices such as debouncing, higher-order components, and optimized performance.

Education

University of Lucknow

Aug. 2018 – Aug 2021

Bachelor of Technology in Electronics and Communication

Lucknow, Uttar Pradesh

Extracurricular Activities

Open Source and Game Development Projects

Spring 2020 – Present

- Spearheading the development of an ambitious fan-made Pokémon MMO using the Godot Engine and Express.js, orchestrating a global team of volunteer developers. Implementing scalable server architecture and real-time multiplayer functionality while adhering to best practices in game design and networking.
- Leading an open-source software project with a growing international user base, currently attracting over 160 daily visitors. Facilitating collaboration with developers from diverse locations including Peru and Bangladesh, cultivating a vibrant global community of contributors.
- Contributed as a Content Scripter to a collaborative game development project during early college years, gaining foundational experience in software development methodologies, version control, and team-based coding practices.