

# MUHAMMAD ABDUL MANNAN

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## SKILLS

**LANGUAGES:** Python, Java, C++, R, HTML, CSS, JavaScript, SQL

**TOOLS:** Atom, Android Studio, IntelliJ IDEA, Pycharm, Eclipse, Git, Arduino, Ubuntu, R Studio, PostgreSQL

**FRAMEWORKS:** React, Vue.js, React Native, JavaFX, Pygame, OpenCV

**PROFESSIONAL SKILLS:** Teamwork, Intuitive, Communication, Critical Thinking, Flexibility

## EXPERIENCE

### Web Developer

#### FREELANCE

2018 to Current

- Attained over **15 contracts and clients** via both online and physical marketing
- Designed the client's website (**coded or web-based**) according to client needs and provided instructions on maintenance of the website
- Provided graphic design services alongside web design and provide clients with custom banners and digital work using **Adobe Suite**
- Currently developing a website for a local cultural gathering centre using **HTML, CSS** and **JS**

### Web & Graphic Designer

#### FALSE FLAGS (E-SPORT TEAM)

2020 to 2020

- Developed the team's website (back-end and front-end) using **HTML, CSS, JavaScript**
- Conducted frequent optimizations on the website for functionality using **Vue.js** and **React** frameworks
- Maintained team's website and updated it on a regular basis and conceptualised website design ideas that **improved UX** and simplicity
- **Designed** banners, images and digital media using **Adobe Suite** and integrated them onto the site
- Planned future events to generate traffic and increase outreach

### Web Development & Product Management Intern

#### PROPERTY SPARK

2017 to 2018

- Created over **35 blogs** using **HTML, CSS, JavaScript**, and **ReactJS** which were read by (on average) **4000+ individuals** shortly after publishing
- Implemented **SEO Optimization techniques** on blogs to enhance traffic
- Completed over **50 research projects** on realtors and brokerages, properties and formatted the information in Excel and Word
- Worked on a web-based project whose aim was to develop a one-page responsive layout for a landing page using **React** and **Bootstrap**
- Published a blog that got the most hits in one day in company history

## PROJECTS

### DUNGEON ESCAPE | [GITHUB.COM/DYERFIRE9/DUNGEON-ESCAPE](https://github.com/dyerfire9/dungeon-escape)

- A dungeon escape style game that was coded in **Java** and **JavaFX** was used for the GUI component by a team of six
- The game adhered to the software design principles such as **SOLID, clean architecture, design patterns** and **controllers**
- Implemented pushable and teleporter objects in the game and provided design support throughout the project
- Developed and designed pre-implementation decisions such as **CRC cards** and **UML Designs** and **JUnit Testing**
- Utilized **Git Version Control** consistently

### TIC TAC TOE APP | [GITHUB.COM/DYERFIRE9/TICTACTOE](https://github.com/dyerfire9/tictactoe)

- Created a two-player tic tac toe Android app using **Java** and **Android Studio**
- Designed and Implemented simple and interactive **activities** that adhere to good **ethical and UI design practices**
- Implemented the back-end which utilized software design concepts such as **data structures, event handlers** and **object-oriented programming**
- Each Activity was designed in **XML** and was bridged to the code through various **event handlers**
- Designed each graphical aspect such as icon and App Store banners using **Adobe Photoshop**
- Currently implementing a single-player mode that utilizes **algorithms** to play against the user

### BLOCKY | [GITHUB.COM/DYERFIRE9/BLOCKY](https://github.com/dyerfire9/blocky)

- A puzzle game that initially displays a large block formed by smaller blocks of various colours and the goal is to form one solid block of the same colour
- This game was coded in **Python** and utilized the **Pygame** framework
- The development of this game required the use of concepts such as **object-oriented programming, data structures** and **recursion**
- Implemented the **back-end** of the game including object functions such as the rotation swap, smash, combine, paint and pass functions
- The UI requires the user to use the keyboard keys to apply the rotation, swap, smash, combine, paint and pass functions to solve the puzzle

### WEBSITE PORTFOLIO | [INDIVIDUAL.UTORONTO.CA/ABDULMANNAN](http://individual.utoronto.ca/abdulmannan)

- Developed a responsive portfolio website using **HTML, CSS, JavaScript** and also utilized some **Bootstrap** and **jQuery**
- This website is a part of an ongoing project whose goal is to formally present and easily access the website using **NFC technology**

## EDUCATION

University of Toronto  
Bachelor of Science (B.S) Computer & Statistical Sciences

2019 to 2024