

# MUHAMMAD ABDUL MANNAN

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<https://github.com/dyerfire9>

## SKILLS

**Languages:** Python, Java, R, HTML, CSS, JavaScript, SQL

**Tools:** Android Studio, IntelliJ IDEA, Pycharm, Git, Arduino, R Studio, PostgreSQL, Linux

**Frameworks:** React, Vue.js, React Native, JavaFX, Pygame, OpenCV, Pandas, NumPy

## EXPERIENCE

### Web Developer

July 2018 – Current

#### Freelance

- Attained over **15 projects 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 construction company using **JS** and **Vue.js**

### Web & Graphic Designer

Jan 2020 – Nov 2020

#### False Flags (E-sports Team)

- Developed the team's website using **HTML, CSS, JavaScript, and Vue.js**
- Conducted frequent **optimizations** on the website for quick load times 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 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

Sept 2017 – Feb 2018

#### Property Spark

- 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 [↗](https://github.com/dyerfire9/Dungeon-Escape) | <https://github.com/dyerfire9/Dungeon-Escape>

- A retro 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 to manage various features that were being worked on

### Leads & Reference Tracker [↗](https://github.com/dyerfire9/Leads-Tracker-Chrome-Extension) | <https://github.com/dyerfire9/Leads-Tracker-Chrome-Extension>

- A responsive Chrome Extension that saves and tracks references and useful links for marketing and educational purposes
- Developed using **HTML, CSS, React** and provides and **AutoSave** feature that stores data on local storage
- Also Implemented a **download** feature which formats and downloads all data in a text file

### Tic Tac Toe [↗](https://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 the **minimax algorithm** to determine the best possible move

### Blocky [↗](https://github.com/dyerfire9/Blocky) | <https://github.com/dyerfire9/Blocky>

- Implemented the **back-end logic** of 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 **control flow**
- Implemented all object functions of game such as the rotation swap, smash, combine, paint and pass functions

## EDUCATION

### University of Toronto

2019 - 2024

Bachelor of Science (B.S) - Computer & Statistical Science