
FAISAL FAIZ ANSARI

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Senior Frontend Developer

Objective

To contribute my best to the organization and to become an expert engineer in my field of interest. To obtain the opportunity of being employed in an institution where my talents, skills and potential ability would be enhanced and utilized.

Education

2013 - 2017	Bachelor of Engineering (Computer) M. H. Saboo Siddik College of Engineering, Byculla CGPI: 8.03
2011 - 2013	Higher Secondary Certificate M.G.M College, Nerul 84.00%
2001 - 2011	Secondary School Certificate St. Xavier's High School, Nerul 87.09%

Work Experience

June 2020 - Present	Senior Frontend Developer IIFL, Andheri
Oct 2017 - Apr 2020	Senior Software Engineer Zeus Learning, Lower Parel
June 2017 - Sep 2017	Web Developer Freelancer Smart Webitek Solutions, Nerul
July 2016 - Nov 2016	Android Internship Applab Technologies, Dadar

1. National Geographic Learning

- **Our World App (Cordova):** This app is an HTML5 based mobile game application with cutting edge Canvas rendering capabilities built on Cordova technology. It runs on Android as well as on IOS platforms. The app is currently live on the Google Play Store and Apple App Store.
- **Life BRE CPT (Angular JS):** I made a fully responsive version for a pre-developed set of study material for 6 different levels based on AngularJS using only the minified code. The whole code was then deployed on Windows, Mac, and Linux platforms

2. Discovery Education

- **PwC FlipCards (Backbone JS):** This is an implementation of flip card interactives based on the BackboneJS framework. We used Grunt for the minification and compilation of the code.

3. Hodder Education

- **Dynamic Learning (Angular & .NET):** I took daily standup calls with the client from London (UK). As this was a maintenance project I did most of the back end related work and managed the flow of the project.

4. McGraw Hill Education

- **Frontend (Backbone JS):** Mentored juniors and managed the flow of the project. Developed a set of interactives based on the BackboneJS framework. It included topics such as Biology, Statistics, Operational Management, and Finance.

5. Imagine Learning (Angular 5):

This is a set of tools that uses a math plotting engine to further develop interactive mathematical applications based on Angular 6. Users can create simple mathematical simulations for different mathematics concepts. Some of the tools are listed below:

- **Number Line Tool:** Helps students to learn basic mathematics by drawing lines and points on a number line. Features like freehand drawing, text, and image upload are also given for a better understanding of mathematical concepts.
- **Fraction Pieces Tool:** This tool helps students to get a precise idea of fractions of a single item and how different fractions can make up to one whole number. Features like freehand drawing and image upload are also given for a better understanding of mathematical concepts.
- **Fraction Shapes Tool:** This tool helps students to visualize how an object looks when it is divided by different numbers. Features like freehand drawing and image upload are also given for a better understanding of mathematical concepts.
- **Base-10 Tool:** It helps students to understand the addition of different levels of base-10 numbers. They can be grouped or ungrouped based on the power of the number. Features like freehand drawing and image upload are also given for a better understanding of mathematical concepts.
- **Area Model Tool:** This tool helps students to understand the multiplication of 2 numbers by adding the areas of the shape made by the numbers. Features like freehand drawing and image upload are also given for a better understanding of mathematical concepts.

6. TWIG

- **Interactives (React JS):** Made few interactives for middle school students using react. I created this project from scratch and managed the whole flow of the project. I even gave training to juniors and mentored them.

7. Walch

- **Macros:** I developed macros from a specific set of rules which validates an excel file and pointed out cells that don't follow the rules specified.

8. Big Ideas Learning

- **LMS (Angular 6):** Provided training for Angular 6 to all the team members. Mentored juniors and developed some features for this LMS project.

9. Annotate

- **Front-end (C#):** Added a lot of functionalities in the ongoing LMS project by using Google Material design guidelines. It helps teachers and students interact with each other with the help of assessments and scoreboards. The teacher can also cast the screen to multiple students and can teach them simultaneously.

10. CURIS

- **Android app (Java):** Developed for maintaining personal health records of any individual. Includes features like blood pressure, blood sugar, and weight measurements. Currently, live on Google Play Store.

Skills

React JS



JavaScript



Python



Angular 6



BackboneJS



Personal Details

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Languages Known : English, Hindi, Marathi

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