
FAISAL FAIZ ANSARI

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[faisal6795.github.io](https://github.com/faisal6795)



Senior Software Engineer

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

Work experience

Sept 2019 - Present	Senior Software Engineer <i>Zeus Learning, Lower Parel</i>
Oct 2017 - Aug 2019	Software Engineer <i>Zeus Learning, Lower Parel</i>
June 2017 - Oct 2017	Web Developer Freelancer <i>Smart Webitek Solutions, Nerul</i>
July 2016 - Nov 2016	Android Internship <i>Applab Technologies, Dadar</i>

Projects

1. National Geographic Learning

- **Ourworld App:** 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:** 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:** 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:** 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

- **Front-end:** 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 - 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. 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.

7. Big Ideas Learning

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

8. Annotate

- **Front-end:** 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.

9. CURIS

- **Android app:** 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

JavaScript	<div><div></div></div>
Angular 6	<div><div></div></div>
BackboneJS	<div><div></div></div>
Web Development	<div><div></div></div>
Back-end Development	<div><div></div></div>
Android Development	<div><div></div></div>

Extra Curricular

1. Google Local Guide (Level 7) on Google Maps.
2. Food reviewer (Level 4) at Zomato.
3. Completed internship in Android Development at AppLab Technologies.
4. Technical Head of CSI committee.
5. Won Zeus Football League held on December 2018.
6. Qualified for the final round at TCS Codevita 2015.
7. Qualified for the 2nd round TCS Codevita 2016.
8. Event Head in college fest Ambrosia'16.

Hobbies

- Adventure activities
- Playing cricket, football
- Solving puzzles and Rubik's cube.

Personal Details

Date of Birth: 6th December, 1995
Languages Known: English, Hindi, Marathi.
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