ILIAS FAIZAN

Web Developer/ Programmer

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📞 (123) 456-7890
📍 Denver, CO
in LinkedIn

EDUCATION

Bachelor of Science
Computer Science
University of Colorado Denver
📅 2016 - 2020
📍 Denver, CO

SKILLS

- HTML
- CSS
- JavaScript
- Angular
- Node
- SQL
- MongoDB
- Customer Service
- Research

WORK EXPERIENCE

Junior Software Developer
Revature LLC
📅 2021 - current   📍 Denver, CO

- Wrote code following industry standards and appropriate design patterns for 7 projects
- Tested 100% of code and applications using testing techniques such as unit testing and integration testing
- Continuously improved and propose new concepts for existing software architecture and 3 new product features
- Collaborated with 8 team members to develop, maintain, and improve 20+ web-based applications

Freelance Web Developer
UpWork
📅 2020 - 2021   📍 Remote

- Assisted in preparing documentation of web page designs for 20+ clients, decreasing time-to-finish by 29%
- Performed 60+ studies, analyses, and advisory services, and used research to develop recommendations and proposals
- Followed standard industry web development methodologies by adhering to proven design specifications and design techniques
- Partnered with product owners and business stakeholders to optimize 30+ application development efforts

Junior Web Developer
RezStream
📅 2020 - 2021   📍 Denver, CO

- Designed, coded and modified 20+ enterprise web applications from layout to function, according to the client's specifications
- Created 30+ visually appealing sites that featured user-friendly design and clear navigation
- Coded, tested, and debugged 37 existing programs and 20+ programs in development
- Researched and analyzed 60+ program and systems problems and developed new program documentation to fix them

PROJECTS

Tower Defense Mobile Game
Creator
📅 2018 - 2020

- Utilized HTML and Javascript to design and develop 2D tower defense mobile game for iOS and Android as a senior project
- Designed a Western-themed pixel-art game based on resource collection and row battles with advancing enemies
- Developed a game grid with snappable elements, time-specific boss battles, and 3 player modes with varying difficulty