MOHAMMAD H. RIZWAN   SOFTWARE ENGINEER

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SKILLS: Next.js, JavaScript, TypeScript, React, Redux, Ruby, Ruby on Rails, Node.js, Express.js, Python, PostgreSQL, SQL, Mongoose / MongoDB, HTML5, CSS3, SCSS, Tailwind, Bootstrap, Amazon Web Services S3 (AWS S3), Git, Github, Axios, jQuery, Google Maps API, Object-Oriented Programming (OOP), Heroku, Render, Ubuntu, HTML Canvas, Tiled

EXPERIENCE:

Computer Science Expert AI Training   *Scale AI*   July 2023 - Present
- Engaged in diverse projects to train generative AI models and deliver innovative solutions
- Evaluated chatbots through thoughtful prompts and ratings to optimize conversational interactions and enhance user experience.
- Demonstrated expertise in writing code with reasoning to guide AI models' responses effectively
- Improved performance and resolved issues by editing and refining code generated by AI models
- Contributed proactively to various tasks and projects, supporting the team in delivering impactful AI-powered solutions

PROJECTS:

RizzyPrompts *Next.js, JavaScript, MongoDB, Tailwind CSS, Next-Auth*   live | github
A modern Next.js 13 full-stack application for exploring, sharing, and voting on AI prompts
- Integrated Next-Auth with OAuth for Github and Google, enabling secure authentication
- Implemented AI-prompt voting and sorting for optimal user experience (UX) and engagement
- Developed using Next 13, taking advantage of the latest features and improvements in the framework, enabling rapid development and responsive design and UI with Tailwind CSS

FaceDiary *React, Redux, JavaScript, Ruby on Rails, AWS S3, HTML, CSS*   live | github
A full-stack clone of Facebook that uses React-Redux frontend and Ruby on Rails for backend
- Constructed a Friend Model which allowed for bilateral implementation of friends and friend requests, increasing performance by optimizing database storage and information retrieval
- Implemented Search to continuously filter search results depending on user-input
- Applied Amazon Web Services (AWS S3) for image storage for faster and reliable service
- Instrumented React-Redux to keep track of state and cause re-rendering of components such as Posts and Comments, allowing for dynamic user-interface (UI) and user-experience (UX)

AdventureScape *JavaScript, HTML, SCSS, HTML Canvas, GSAP (GreenSock), Tiled*   live | github
A Canvas-based game inspired by Pokemon and Runescape, built with HTML Canvas and JavaScript
- Employed OOP to create Sprite and Fighter objects utilizing class inheritance, allowing for dynamic game entity implementation, and robust, DRY, maintainable code
- Utilized Tiled to individually create a comprehensive and interactive Map with unique game assets and sprites from Itch.io, allowing for foregrounds, collisions, and battle-zone objects
- Implemented rectangular-collision detection to limit roaming access for main character
- Executed Debouncing to limit the user from spamming, causing superior gameplay and (UX)

Crawl *React, Redux, Express.js, Node.js, MongoDB, Google Maps API, Cloudinary, HTML, CSS*   live | github
A MERN stack web app that allows users to signup and create crawls with their favorite venues
- Incorporated Google Maps API to allow users to view venue locations on an interactive map to achieve a preferable user-interface (UI) and user-experience (UX) design
- Took leadership and responsibility after backend completion in order to augment with frontend and styling, causing 100% more productivity and project completion
- Implemented Vote Model with MongoDb to sort Crawls with the highest Votes, leading to a high-caliber site

EDUCATION:

App Academy - *Full Stack Web Development Bootcamp*, 2022