

# MOHAMMAD H. RIZWAN

## Software Engineer

347-463-8824   [mhrizwande@gmail.com](mailto:mhrizwande@gmail.com)   [Portfolio](#)   [LinkedIn](#)   [Github](#)   New York, NY

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

### PROJECTS:

**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 for better efficiency
- Applied Amazon Web Services (AWS S3) for image storage on the Amazon Cloud 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 on attacks, causing superior gameplay and (UX)

**Crawl** React, Redux, Express.js, Node.js, MongoDB, Google Maps API, Cloudinary Upload API, 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

### EXPERIENCE:

**Independent Contractor** Uber Technologies, Inc. / Lyft, Inc.

June 2016 - Jan 2021

- Provided excellent customer service and hassle-free rides, which led to a 4.9/5 stars rating
- Applied professional judgment to discern best route for efficiency & local knowledge of areas for highest revenue
- Capitalized on technical skills including basic car-maintenance such as flat-tires, oil-changes, etc. resulting in lower maintenance costs
- Utilized GPS software to optimize routes, minimizing delays and ensuring that estimated arrival times were met

**Pharmacy Technician** CVS Pharmacy, Inc.

Oct 2012 - June 2016

- Utilized critical thinking to resolve insurance issues independently, increasing efficiency of pharmacy workflow
- Maintained composure and effectiveness within high-pressure and high-speed environment
- Performed 100s of register transactions, including handling of cash, money orders, money grams, and checks accurately and efficiently allowing for better customer experience and workflow
- Excelled in multiple responsibilities such as frontend register, pharmacy drop-off and production, shipment off-loading, inventory replenishment and maintenance, and phone calls

### EDUCATION:

App Academy - Full Stack Web Development Bootcamp, 2022

Manhattan College - pursued coursework in Chemical Engineering, 2013-2016

- Math Courses completed: Linear Algebra, Differential Equations, Calculus III (II, I, also), Trigonometry & Algebra