

Raees Mulla

Full Stack Developer

Miraj | 9322194316 | raeesmulla535@gmail.com | linkedin | [github](#) | [Naukri](#) |

SUMMARY

Results-driven Software Developer with 2 years of experience in designing, developing, and maintaining scalable web applications. Proficient in Java, JavaScript, C#, React.js, AngularJS, Spring Boot, SQL Server, and MySQL. Skilled in building RESTful APIs and using Git for version control. Adept at working with tools like IntelliJ IDEA and VS Code. Passionate about problem-solving and continuously improving coding skills.

EXPERIENCE

Techno-Solution - (Miraj)

March 2023 – Current

Junior Full Stack Developer

- Designed multiple dynamic and browser-compatible pages using HTML5, CSS3, and JavaScript.
- Designed and implemented RESTful APIs using Spring Boot to support business functionalities.
- Developed dynamic front-end components using AngularJS and React, ensuring responsiveness and cross-browser compatibility.
- Integrated third-party APIs to enhance application features, including payment gateways.
- Optimized SQL Server queries to improve database performance and scalability.
- Collaborated with a team of 5 developers for two months to create an interactive and user-friendly website experience.
- Delivered state-of-the-art user interface solutions using React.js, enhancing UI functionality.
- Developed progressive web applications with React, enhancing mobile site performance.

PROJECTS

Personal Project: E-Commerce Website

- Developed a full-stack **e-commerce** application using **React.js** for the frontend and **Spring Boot** for the backend.
- Implemented **SQL Server** for managing product inventory, user data, orders, and payments.
- Integrated **JWT-based authentication** and **role-based access control** for secure user management.
- Deployed the application using **Docker** and maintained version control with **GitHub**.

Personal Project: Car Crash (2D Game) – Unity 3D

- Developed a **2D car crash game** in **Unity 3D**, utilizing **C#** and **Unity's physics system** for realistic collisions.
- Designed and implemented **vehicle movement, crash effects, and destruction mechanics** for engaging gameplay.
- Created **custom game assets** in **Adobe Photoshop**, including cars, obstacles, UI elements, and backgrounds.
- Integrated an immersive **sound system**, adding **engine sounds, collision effects, tire screeches, and background music** to enhance the player experience.
- Optimized game performance for **smooth frame rates** on mobile platforms.
- Implemented UI elements such as **score tracking, health system, and restart functionality** for a complete game loop.
- Worked with **particle effects** for debris and explosion effects during crashes.

SKILLS

Web Technologies: HTML5, CSS3, JavaScript (ES 6+), Ajax, JSON

Frameworks & Libraries: React.js, AngularJS, Spring Boot, JPA, Hibernate, Unity 3D

Database Management: SQL Server, MySQL

Programming Languages: C, C++, C#, Java (Core)

Tools & Platforms: Vs Code, IntelliJ IDEA, Visual Studio, Postman, jest, Docker, git, github, Blender, Photoshop

EDUCATION

Bharati Vidyapeeth Deemed University Master of Computer Application	2021-23
Bharati Vidyapeeth Deemed University Bachelor of Computer Application	2018-21
Kolhapur Board HSC	2017-18
Kolhapur Board SSC	2015-16

DECLARATION

"I hereby declare that the above-mentioned information is correct to the best of my knowledge, and I take responsibility for the accuracy of the particulars provided."