

# SHAHZAR AHMED

Dr. No. 16-61/7, Udayanagar Extension,  
Srinivasnagar, Mangalore, Karnataka, India.  
(+91) 9632364118

Email: [shahzar@outlook.com](mailto:shahzar@outlook.com)

Portfolio: [shahzar.github.io](http://shahzar.github.io)



---

## Career Objectives

To work in a firm with a professional work driven environment where I could utilize my knowledge and programming skills, enabling me to build my career and effectively contribute towards the growth of the organization with sheer determination and commitment.

---

## Education

Srinivas School Of Engineering, Mukka	
<b>B.E in Computer Science and Engineering</b>	<b>2015</b>
Indian School, Fujairah, U.A.E	
<b>Pre-University</b>	<b>2011</b>
Indian School, Fujairah, U.A.E	
<b>SSLC</b>	<b>2009</b>

---

## Skills

### **Android Development :**

*IDE* : Android Studio, Eclipse.

*Technologies* : SQLite, JSON, MVP Architecture, Dagger2, REST API, Material Design, etc.

*Libraries* : Google Maps, MPAndroidChart, Jackson, Retrofit, Glide, Firebase, Crashlytics.

### **Web Technologies :**

HTML5, CSS3, jQuery & Bootstrap library,  
familiar with NodeJS (MEAN Stack), PHP.

### **Programming Languages :**

Java, C, C++, familiar with Javascript, C#, Python, Bash.

### **Tools :**

Adobe Photoshop, Android Studio, Unity3D, Eclipse IDE, cPanel, Filezilla, phpMyAdmin, Xampp, Git.

## Experience

- (November 2015 - Present) [1 year 3 months]  
**Davlin Software Pvt. Ltd.**  
Android Developer
  - Responsible for creating & maintaining Enterprise Resource Planning & Sales Force Automation app.
  - Worked extensively with SQLite Database, JSON, Dynamic Android UI, etc.
  - Worked on Analogics Versa Thermal Bluetooth printer API, Google Maps & Directions API, Google Vision Barcode Reader API, Material Design, EventBus etc.

## Projects

- Developed "**WallpaperApp**", a simple wallpaper app for Android platform, using latest development standards, utilizing data from a third party provider.  
*Technologies Used* : Retrofit, Unsplash API etc.  
( <http://shahzar.github.io/#WallpaperApp> )
- Developed "**KeepTrack**", an Application for Android platform to keep track of daily events with options like checking-in when an event is performed or to check when it was performed last.  
*Technologies Used* : SQLite, Design Library etc.  
( <http://shahzar.github.io/#KeepTrack> )
- **Google Cardboard** based Networking and Virtual Interaction.  
[B.E Final Year Project]  
*Technologies Used* : Unity3D, GoogleCardboard SDK.
- OpenGL based **3D FPS Game** [Mini-Project].

## Awards & Achievements

Secured 1st place

**In 'Go Online' event conducted by Google Student Community, Mangalore.**

Secured 1st place

**In OpenGL Project Exhibition conducted in Srinivas School Of Engineering.**

Secured 2<sup>nd</sup> place

**In Web Designing event conducted in Srinivas School Of Engineering.**

Secured 3rd place

**In C Coding event conducted in Srinivas School Of Engineering.**

Participated in **Microsoft India AppFest 2013**

At Aimit, St Aloysius College, Mangalore.

### Workshops Attended

**“Android Application Development”** conducted by Padarth’13 – IIT Bombay in association with Magniva Technologies Pvt. Ltd. organized at Srinivas School of Engineering.

### Interests & Activities

Photography, Pencil Sketching, Tech Enthusiast.