SHAHZAR AHMED

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

Email: shahzar@outlook.com
Portfolio: 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.E in Computer Science and Engineering   **2015**

Indian School, Fujairah, U.A.E
Pre-University   **2011**

Indian School, Fujairah, U.A.E
SSLC   **2009**

Skills

Android Development :
IDE : Android Studio, Eclipse.
Technologies : SQLite, JSON, Material Design, REST API 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, Sublime, VSCode.

Experience

- (Nov 2015 - Present)
  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 2nd 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.