# SHAHZAR AHMED

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## 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, MVP Architecture, Dagger2, REST API, Firebase, 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 – March 2017) [1 year 5 months]
  **Davlin Software Pvt. Ltd.**
  *Android Developer*

  o Responsible for creating & maintaining Enterprise Resource Planning & Sales Force Automation app.
  o Worked extensively with SQLite Database, JSON, Dynamic Android UI, etc.
  o Worked on Analogics Versa Thermal Bluetooth printer API, Google Maps & Directions API, Google Vision Barcode Reader API, Material Design, EventBus etc.

- (November 2014 – March 2015) [6 months]
  **Designer Instinct**
  *Freelance Web Developer*

  o Worked mostly on front-end development.
  o Using HTML, CSS3, Javascript & tools like Bootstrap, jQuery etc.
  o Responsive Web Designs for mobile platforms.

## Projects

- "**StatusSaver**" for Whatsapp, Android app to store Whatsapp Status.
  *Technologies Used* : MVP Architecture, Dagger2, rxJava etc.
  ([PlayStore Link](#))

- "**WallpaperApp**", wallpaper app for Android platform, using latest development standards, utilizing data from a third party provider.
  *Technologies Used* : Retrofit, Unsplash API etc.
  ([PlayStore Link](#))

- "**KeepTrack**", an Application for Android platform to keep track of daily events.
  *Technologies Used* : SQLite, Design Library etc.
  ([Github Link](#))

- **Google Cardboard** based Networking and Virtual Interaction.
  [B.E Final Year Project]
  *Technologies Used* : Unity3D, GoogleCardboard SDK.
  ([Youtube Link](#))

## 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.**

Participated in **Microsoft India AppFest 2013**
At Aimit, St Aloysius College, Mangalore.