SHAHZAR AHMED

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Github : github.com/shahzar

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 2014 – March 2015) [6 months]
  Designer Instinct
  Freelance Web Developer

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

- (November 2015 – March 2017) [1 year 5 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

- "**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.