

# Ali Hasan Mohiuddin

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## EDUCATION

### Master of Science in Computer Science

George Mason University, Fairfax, Virginia, United States

Aug 2022 – May 2024 (Expected)

GPA – 3.74

## PROFESSIONAL EXPERIENCE

### The Ingentas

May 2022 – July 2022

#### Software Developer Intern

- Led a team of three developers in the design and development of a mobile application using Dart and Flutter, utilizing agile methodologies, and coordinating daily stand-up meetings and sprint planning sessions.
- Employed Figma for UI/UX design, creating wireframes, prototypes, and high-fidelity mock-ups, contributing to a 25% improvement in user engagement.
- Leveraged Trello Software to manage more than 20+ tasks and issues, improving sprint cycle efficiency by 25%.
- Incorporated Git and GitHub for version control and collaboration on team projects, including submitting and reviewing pull requests and resolving merge conflicts.
- Applied project management fundamentals to optimize resource allocation, resulting in a 20% reduction in project time.

## SKILLS

**Languages:** C, C++, Java, Dart, MATLAB, Python, R, HTML/CSS, SQL, MySQL, JavaScript

**Developer Tools:** VS Code, PyCharm, Google Cloud Platform, Android Studio, IntelliJ, Apache Tomcat, GitHub, Jupyter, MongoDB

**Technologies/Frameworks:** Linux, Flutter, Figma, FastAPI, Express, Apache Tomcat, JSP, Git, Firebase, Docker, AWS, NodeJS, Excel

## PUBLICATIONS

### An Initial Framework for Mobile Healthcare Systems using Deep Neural Networks

Dec 2019

- M. Misbhauddin, M. A. Malik and A. H. Mohiuddin, 2019 IEEE 9<sup>th</sup> International Conference on Advanced Computing (IACC), 2019, pp. 205-210, doi: 1109/IACC48062.2019.8971543

## ACADEMIC PROJECTS

### Secure Online Monopoly | Python, JavaScript, MySQL, FastAPI

May 2023

- Directed a team of three in the design and implementation of a secure online multiplayer Monopoly game, facilitating interactive play among four users, leveraging Python, JavaScript, HTML/CSS, FastAPI, and MySQL.
- Constructed a robust API infrastructure using FastAPI, capable of handling over 1,000 GET and POST requests daily, ensuring seamless user interactions and functionality.
- Employed secure software design principles, effectively mitigating top OWASP and CWE vulnerabilities such as SQL Injection and XSS attacks, protecting hundreds of user data entries.
- Engineered a secure user interface with robust authentication using iterated salted hashes, bolstering user and session security by 50%, enhancing the overall game experience.
- Optimized real-time interactions by integrating polling, ensuring smooth gameplay for all users, and decreasing lag times by 30%.

### LoyaltyFirst Inc. | Java, JSP, SQL, Apache Tomcat, Android Studio

Dec 2022

- Spearheaded a team of four for the development of a feature-rich Android application using Java and Android Studio, managing over 50+ membership transactions and facilitating swift record viewing for a Loyalty Rewards Program.
- Architected and deployed a robust Oracle SQL database with over 15 normalized tables, stored procedures, and triggers, enhancing data storage efficiency by 30% and retrieval speed by 25%.
- Implemented Apache Tomcat for server deployment, establishing seamless communication between JSP, Java Servlets, and the Oracle Database, facilitating precise data fetching based on diverse parameters for over 100+ unique user requests daily.

### Internshala Clone App | Figma, Dart, Flutter, Firebase

Jan 2021

- Developed a clone app of Internshala used by over 10,000 users, replicating features such as job search, application tracking, and personalized recommendations using Dart and Flutter.
- Deployed Google Firebase as the backend for a mobile application, servicing over 500 active users daily, utilizing services like Firestore and Firebase Authentication for real-time data sync, automated serverless computing, and secure user sign-in.
- Incorporated libraries such as URL Launcher, Image Picker, and Spin Kit to enhance the application functionality.