

+91 9895 37 00 25

suhail.ars@gmail.com

<https://github.com/suhailars>

Blog: <http://suhailars.blogspot.in/>

# Muhammad Suhail

## Technical skills

Languages Python, Javascript, Shell Scripting

Version Control: Git

Databases MySQL, PostgreSQL, MongoDB

Frameworks: Django, Flask, Falcon, GameClosure, AngularJs, Node.js

Tools: Celery, AWS, Elasticsearch, Redis, Memcached

Platforms: GNU/Linux (Ubuntu), Windows

## Education

2008 – 2012 **B.Tech**, Govt. Engineering College.  
Palakkad, Kerala, India

## Work Experience

- o Software Engineer
  - Zerodha, Bangalore, India
  - Role: Web application Developer
  - link: <https://zerodha.com/>
  - Duration: From 2014 April to 2015 March
- o Software Engineer
  - Hashcube, Bangalore, India
  - Role: Full Stack Developer
  - <http://hashcube.com/>
  - Duration: From 2015 April to 2016 Sept
- o Senior Software Engineer
  - Thoughtchimp, Bangalore, India
  - Role: Backend Developer
  - <http://www.thoughtchimp.com/>
  - Duration: From 2016 Nov to Present

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## Projects Worked on

Title **Q**

Q is next generation back office tool for trading. It is a financial digital assistant for investors.

Role: Developing new features for Q, mainly in Server Side

Languages/Tools: Flask, jQuery/JavaScript, SQLAlchemy

Title **Ecom**

Ecomexpress is a ecommerce website used to manage the various stages of a product delivery. The site handles around a million shipments per month. The project covers all stages from the initial pickup of product from a customer until delivering the product to consignees.

Role: Implemented the server architecture for Ecom

Languages/Tools: Python, Django, JavaScript

Title **Sudoku Quest**

Sudoku Quest is a classical quest based game having more than 1 million users and 600 various levels. The game is completely developed using open-source engine GameClosure

Languages/Tools: GameClosure, JavaScript, Node.js, Python

Role: Worked in both App side(GameClosure) and Server Side

Source: Play Store

Title **Gummy Pop**

Gummy Pop is a casual quest based game having more than 2 lakhs users and 300 various levels. The game is completely developed using open-source engine GameClosure

Role: Worked in both App side(GameClosure) and Server Side

Source: Play Store

Languages/Tools: GameClosure, JavaScript, Node.js, Python

Source: Play Store

Title **SMTA**

Social Media Threat Analysis (SMTA) is the process of monitoring social media and detected threats to any organization using artificial intelligence

Role: Implemented the server architecture from scratch

Integrated API and Machine Learning Engine in Server Side

Languages/Tools: Python, Falcon, AngularJs, Elasticsearch

Title **Social Heap**

An open tool for developers to aggregate social media content forgetting about all the complexities involved. It provides realtime social media posts from platforms like Facebook, Twitter, YouTube, Vimeo, Instagram and so on.

Role Implemented the server architecture from scratch  
Assisting team members in backend

Languages/Tools: Python, Django, Celery

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## Blogs & Social Media

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