

Syed Muheeb Uddin

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Advanced knowledge of the development of web apps and large scale systems projects (Game Engine and SDK for Unity using openCV and C++). Done some face detection and knowledge of neural networks model training and concepts like backward propagation, layers, neurons connectivity etc using C++. Hands-on with blockchain DAPPs(Ethereum) have developed contracts for Ethermon.io. Have good knowledge of Solidity and also developed micro services using Java SpringBoot for one of our applications. Passionate about data structures and algorithms and prefer them over libraries.

EXPERIENCE

Ethermon.io, HongKong(Remote) Software Engineer

July 2021 - PRESENT

Developing on multiple stacks such as 3D/2D games on **Unity** using **C#**, working at backend **Node.js** and creating smart contracts in **Solidity**. Ethermon.io is a which allows users to do battle and gain NFTs. The game offers many unique characters to battle with, we have launched cross-platform gameplay in Decentraland, allowing you to interact with your Mons in 3D and participate in PVE battles across the metaverse and now we have battle ladder and adventure mode and it continues to grow. Recently we have launched PFPs (Ethermon Legends) which was a great success and our Ethermon NFTs are booming in the PlayAndEarn domain because of its popularity.

TPS WorldWide, Karachi, Pakistan Software Engineer

June 2021 - July 2021

As a fintech organization we at TPS Worldwide develop and maintain applications related to finance sectors and as a part of the core team we are using mainly C++ and Node.js. TPS is a payment solution provider which is available in more than 30 countries worldwide empowering digital payments for banks, telecoms, payment processors, merchants and billers around the world.

INZILO, Florida(Remote) Backend Developer

Dec 2019 - April 2021

Backend developer using MERN stack developed POS and CRM applications for small businesses that may help them to keep track of their employees and payment solution also created unit testing on jest, desktop app (created an app using PAX api that can communicate with our server for payment purpose). Implemented OAuth developed a personal crypto currency for Inzilo using Ethereum (DAPPs) and used Web3 and API for communicating(transaction) with it, tested with metamask and Infura.

SKILLS

Node Js (3 Years)

Currently working professionally and working with some libraries like **Express, Mongoose, OAuth, Multer, Cron, TypeORM, WSS, jest, superagent** etc to develop robust apps.

Java & Spring Boot (3 Years)

Developed backend using **Spring Boot** with SOLID and OOP principles, other than that a Game Engine from scratch using **OpenGL, GLSL** and platform games with **Eclipse IDE**. Can view projects in my github repos.

JavaScript/TypeScript (3 Years)

Since I have started working on **Node.js** I have used **Typescript**.

React.js | Redux (2 Years)

Developed server side rendering application using **Node.js** as a backend and **React** as a front end. Mostly familiar with react hooks.

C# (4 Years)

Developed mostly games on **Unity** but also have some experience with **.NET MVC** with Microsoft SQL. Can view projects in my github repos.

EDUCATION

Karachi Institute of Economics & Technology, Karachi — BS in Computer Science

Aug 2017 - Dec 2021

Gulzar-e-Hijri, Karachi — Pre-Engineering

May 2015 - Nov 2016

Chiniot Islamia Public School, Karachi — General Science

May 2015 - Nov 2016

PROJECTS

Deception Aura — Final year project required to complete bachelors which should be submitted in the last year of the university. The project consists of Augmented Reality which allows users to visualize things via mobile. The purpose of the project was to allow users to visualize product adverts or buildings which are under construction in real time at the same place.

<https://github.com/syedMohib44/Deception-Aura>

<https://github.com/syedMohib44/Deception-Aura-Web>

Save Me — is a minimalistic hyper casual addictive game that you can play hour and hour but it can be frustrating sometimes because of its challenging level, no one has finished the game yet.

<https://play.google.com/store/apps/details?id=com.DevelopersVoid.SaveMe>

Ethermon.io — is one of the blockchain games pioneers of blockchain PlayAndEarn which follows a play-to-earn model. It was developed in 2017 and has been increasing since then, and now we are taking over decentral land which is a popular metaverse and ethermon own more than 600 lands making it one of the largest landowners in DCL.

<https://ethermon.io/>

WEBSITE

<https://syedmohib44.github.io/WebFolio/>

Unity3D/2D|AR|VR (3 Years)

Deployed some games on the playstore, I have been working on Unity Engine for 4+ years now I do personal projects. Some of them are deployed. Have experience with 8th Wall XR and Vuforia and I have created a personal AR like system with unity gyro but not as robust as Vuforia.

C++ (2 Years)

Created SDK for Unity using openCV and C++ to create face detection library for mobile application and some Image recognition library to detect Image and place gameobject on it like Vuforia for WebGL application. Other than that, I converted engine which was developed in JAVA to C++ which led me to have some experience in it and now using it for speed programming.

AWARDS

ICPC - Certification of Achievement

Made it to ICPC regional which was held in Lahore in 2018.

PROCOTM

Certification of Speed Programing gave tuff time to others who were in the top 10.

LANGUAGES

English, Urdu

Interests

Web Application
AI | ML
Game Development
AR | VR | XR

