

Syed Muheeb Uddin

Software Engineer

Advanced knowledge of web app and game app. Developed smart contracts using Solidity and have a good understanding of EVM and blockchain. Moreover also have experience of developing AI application using HuggingFace and openCV. Passionate about data structures and algorithms and prefer them over libraries. Programming is like puzzles to me each logic a piece that needs to be in a right place. Problem solving and logic finding is a passion which drives my dopamine rush.



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EDUCATION

Master of Science (Artificial Intelligence)

University of Stirling

01/2023 - Present

Scotland, Stirling

Bachelor of Science (Computer Science)

Karachi Institute of Economics & Technology

08/2017 - 12/2021

3.06

WORK EXPERIENCE

Software Engineer

Ethermon

07/2021 - Present

United Kingdom (Remote)

Achievements/Tasks

- Working as a software engineer I develop backend APIs using Node.js, React.js, Typescript and MySQL.
- Developing and maintaining smart contracts using Solidity and Truffle
- Creating WebGL multiplayer games using Unity C# and SDK using openCV and C++ for image tracking and face tracking.

Software Engineer

TPS Worldwide

06/2021 - 07/2021

Karachi, Pakistan

TPS is a payment solution provider available in more than 30 countries empowering digital payments, payment processors, merchants and billers.

Achievements/Tasks

- Working on applications related to finance sectors and as a part of the core team developing services like IBFT and Transaction history C++ and Redis also developing API using Node.js Typescript.

Backend Developer

Inzilo

12/2019 - 05/2021

Remote

Inzilo is a service provider which allows user to use POS application developed by us and can keep track of their employees with the E-commerce functionality.

Achievements/Tasks

- Leading and developing POS and CRM and Ecommerce applications using Node.js MongoDB, Typescript, 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 for Google and Facebook sign-in.

SKILLS

Node.js

React.js

C#

Typescript

Java

C++

Web3

Docker

AWS

Solidity

MySQL

PostgreSQL

Blockchain

OpenCV

Multi-threading

Git

Spring Boot

Unity

PROJECTS

Stake to Earn (07/2022 - 01/2023)

- Ethermon is a blockchain games pioneer of blockchain PlayAndEarn which follows a play-to-earn model.
- As a fullstack developer I have created a staking platform using Node.js, Typescript, React.js, Solidity, MySQL and Truffle website: <https://play.ethermon.io/>

Ethermon Community Games (ECG) (04/2022 - Present)

- Developed backend using Node.js, Typescript, MySQL and Websocket for Multiplayer experience and created 2 games using Unity C# a never-ending platformer jumper and AR game for mobile web browser.

Inzilo (12/2019 - 05/2021)

- Working on backend APIs and chat application using Node.js Typescript, MongoDB and WSS. Developed desktop application for payment processing using WinForm C#. We developed CRM and POS for merchants and shop owner which allows them to charge customers via card or contactless payment, also integrated Visa and Strip for online payment

Save ME (07/2020 - 02/2021)

- 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.
- Made using Unity C# also integrated AdSense using Google AdMob.
- Website: <https://play.google.com/store/apps/details?id=com.DevelopersVoid.SaveMe>

Deception Aura (10/2019 - 08/2021)

- Final year project for the university. The project is a combination of AR mobile app and web app for client (Organization) for maintaining and generating Ads (QR code) will be scanned to launch app on mobile.
- AR Application: <https://github.com/syedMohib44/Deception-Aura> & Web Application: <https://github.com/syedMohib44/Deception-Aura-Web>
- Technology used for AR application (Unity C# XZing library for QR decoding) for Web application (Node.js React.js Typescript, Jest, MongoDB)

LANGUAGES

English

Full Professional Proficiency