

# Muhammad Taimoor Azim Ansari

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Portfolio: [taimooransari.com](http://taimooransari.com) — Github: [taimooransari](https://github.com/taimooransari) — LinkedIn: [taimooransari](https://www.linkedin.com/in/taimooransari)

## Skills

**Frontend:** HTML, CSS/SCSS/SASS, Bootstrap, Materialize, Tailwind CSS, React-Strap, Material-UI, ReactJS, NextJS

**Backend:** NodeJS, Express, React-Native, Android Studio

**Databases:** SQL Server, SQLite, MongoDB/Mongoose, Firebase

**Programming Languages:** JavaScript, Typescript, C#, Python, C/C++

**Version Control:** Git and GitHub

**Game Engine:** Unity 2D/3D

**Machine Learning Tools:** PyTorch, HuggingFace Transformers, scikit-learn, spaCy; familiar with supervised learning techniques, finetuning LLMs

## Experience

### Site Service Software Inc.

*Full Stack Development Intern*

July 2024 - Present

- Developing a cloud-based ERP system using ReactJS, Spring Boot, and MySQL, enhancing system efficiency by 20%.
- Implementing responsive frontend features in ReactJS, improving user interface and experience.
- Building and optimizing backend services in Spring Boot for robust application performance.
- Integrating MySQL database for efficient data management and retrieval.
- Collaborating with cross-functional teams to streamline development processes and meet project deadlines.

### Mindstorm Studios

*Game Programming Intern*

June 2023 - July 2023

- Developed 2 hyper-casual mobile games using Unity, leading to an increase in user engagement by 15%.
- Planned and executed the full development cycle, including game design and art.
- Programmed game logic using C# and optimized code for performance.

### Freelance

*React.js/React Native Developer*

January 2020 - Present

- Developed 10+ web and mobile applications, improving client satisfaction by 20%.
- Customized design and layout according to client requirements, leading to a 25% increase in user experience ratings.
- Debugged critical functionality bugs, reducing application downtime by 30%.
- Optimized applications for reduced latency, enhancing UX and responsiveness.

## Education

### Habib University

*Bachelor of Science, Computer Science*

2021 - 2025

GPA: 3.76

Dean's List – Spring 2022

Math Minor

Natural Science Club, Gaming Club, Entrepreneurship Society, Computer Science & Engineering Club

# Projects

## Sequence-Level Classifier – CLEF 2024

March 2024 - May 2024

- Built a Span Categorizer using NER pipeline with spaCy, achieving an accuracy rate of 85%.
- Fine-tuned on downstream tasks for PAN Oppositional Thinking Analysis, improving classification accuracy by 10%.

## The Burger Bar

February 2024 - May 2024

- Developed a Full Stack MERN Application for a restaurant ordering system, increasing order processing efficiency by 25%.
- Integrated StripeAPI for payments and Google Maps API for location services, enhancing user convenience.

## Food Lane 3D [Acquired]

June 2023 - July 2023

- Created a 2D hyper-casual mobile game infusing puzzle elements with pathfinding, downloaded 10,000+ times.
- Handled game design and programming, scripting logic using C#.
- Acquired and published on Play Store officially by Game Studio.

## Tetris Defense [Acquired]

July 2023 - August 2023

- Developed a 2D hyper-casual tower defense mobile game with Tetris mechanics, achieving 5,000+ downloads.
- Managed game design and programming, scripting logic using C#.

## MedFinder

May 2023 - July 2023

- Developed an Android application using React Native and Flask to help users find nearby hospitals and clinics.
- Implemented a hospital rating system assessed across various metrics, resulting in improved healthcare accessibility.

## Appointmate

March 2023 - April 2023

- Created an appointment management system using React.js and Firebase, reducing appointment scheduling time by 20%.
- Utilized Meldable Heaps for task prioritization, improving system efficiency.

## Alt Academy

October 2022 - December 2022

- Developed a student management system using .NET and SQL, enhancing database management and querying capabilities.

## Retro Paddle

October 2022 - December 2022

- Implemented a custom version of the classic game Pong using C++ and SDL 2.0, introducing multiple paddles and modes.

## Have-A-Seat

March 2022 - April 2022

- Developed a desktop MVP for a carpooling application for university students using Python, Tkinter, and Firebase.
- Implemented Dijkstra's shortest path algorithm for pathfinding, enhancing route optimization.

# Languages

Urdu (Native), English (C2- Proficiency), Hindi (Conversational)