# MUHAMMAD TAIMOOR AZIM ANSARI

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#### **PROFILE**

Customer-focused and detail-oriented software engineer with expertise in gathering and analyzing requirements to deliver high-quality solutions. Skilled in collaborating with stakeholders, aligning technical goals with client needs, and driving efficient, scalable outcomes. Known for precision, adaptability, and a commitment to excellence in dynamic environments.

### **EDUCATION**

Habib University May 2025

Bachelor's, Computer Science

GPA: 3.73

- Honors: Dean's List Spring 2022
- Clubs: Natural Science Club, Computer Science and Engineer Club, Sports and Recreation Club
- Courses: Data Structures & Algorithms, Object Oriented Programming, Algorithm Design & Analysis, Artificial Intelligence, Introduction to Large Language Models, Software Engineering

#### **PROFESSIONAL EXPERIENCE**

Site Service Software Inc.

Jamison, PA, USA

Software Engineer August 2024 - Present

- Developing a scalable and reliable cloud-based solution on Microsoft Azure using ReactJS and Spring Boot.
- Designed and implemented RESTful APIs on Spring Boot, improving system reliability and reducing server load by 20%.
- Optimized server-side performance, reducing API downtime and load times by 30% through code refactoring and testing.
- Enhanced database modeling, supporting a 40% increase in transaction volume with improved reliability and scalability.

Site Service Software Inc. Jamison, PA, USA

Full Stack Intern

July 2024 - August 2024

- Developed RESTful API modules to enhance scalability and maintainability.
- Resolved a critical authentication bug, improving login success by 40% and earning a full-time **Software Engineering** offer.
- Implemented Twilio-powered **OTP OAuth 2.0** authentication, boosting security by 30%.

Mindstorm Studios Remote

Game Programming Intern

June 2023 - July 2023

- Spearheaded the development of two hyper-casual mobile games [Acquired] in Unity.
- Programmed game logic in **C#** and optimized code for performance by 25%.
- Contributed to performance testing, debugging, and deployment in collaboration with the game development team.

## **SKILLS**

Frontend: React.js, Next.js, HTML, CSS, Bootstrap, TailwindCSS, Redux.js, Webflow, Wordpress, Figma, Wireframes

Backend: Spring Boot, Node.js, Express.js, Flask, RESTful APIs, GraphQL, .NET, Firebase, Database Modeling

Programming Languages: Java, JavaScript, TypeScript, Python, C, C++, C#, Verilog

Mobile Development: React Native, Android Studio

ML & Data Science: PyTorch, Tensorflow, Huggingface Transformers, Scikit-learn, OpenCV, SpaCy, Jupyter

Version Control: Git, Github, GitLab

Game Development: Unity 2D/3D, Ads Integration

DevOPs: Docker, Jenkins, Postman

Networking & Distributed Systems: TCP, HTTP, WebSockets, Server-Sent Events

#### CERTIFICATION