Muhammad Taimoor Azim Ansari

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Skills

Frontend: HTML, CSS/SCSS/SASS, Bootstrap, TailwindCSS, React-Strap, Material-UI, ReactJS, Next.JS
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.

Software Engineer (Full-Stack) August 2024 - Present

- Migrating on-premise software to the cloud using React, Spring Boot, and SQL Server.
- Optimizing SQL Server performance and managing database operations.
- Collaborating on cloud architecture and implementing scalable solutions.
- Conducting code reviews and supporting DevOps in automation and deployment.
- Verifying code merges and developing complex features to enhance system functionality.

Full-Stack Development Intern July 2024 - August 2024

- Developing ERP system using ReactJS, Spring Boot, and MySQL, enhancing 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 and meet project deadlines.

Mindstorm Studios
Game Programming Intern June 2023 - July 2023

- Developed 2 hyper-casual mobile games using Unity, improving 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% increase in UX 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)