

Muhammad Taimoor Azim Ansari

Valley Stream, New York, USA
taimoor.shuja132@gmail.com — +1 (516) 675-9637
[Github: taimooransari](#) — [LinkedIn: 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)