MUHAMMAD JAHANZEB

Software Engineer | React Js, React Native, Alpine JS, Tailwind CSS, Laravel, Livewire

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Chungi No.6, Al-Ata Colony, Near Al-

SUMMARY

As a Software Engineer at CruiseBrains, I create solutions that drive results for call tracking software. I use a wide range of web development technologies, including HTML, CSS, TailwindCSS, JavaScript, React Js, Alpine.js and the powerful Laravel framework with livewire. I also craft seamless user experiences and robust iOS application. I'm passionate about REST APIs and the innovative possibilities they offer in connecting.

EXPERIENCE

Software Developer

Cruise Brains

It's the firm which works on Call Tracking Softwares

Software Engineer

Mobile Developer

Cruise Brains

- 🛗 10/2023 Present 👂 Garden Town, Near Cant, Multan
- I am writing that application in React Native. It's solo based project and it's the application of call tracking software.

Full Stack Developer

Cruise Brains

- **m** 06/2024 06/2024 Garden Town, Near Cant, Multan
- I design the application with Tailwind CSS and also made CRUD in that with Laravel.

Front End Developer

Cruise Brains

- iii 09/2023 10/2023 ♀ Garden Town, Near Cant, Multan
- It's the first project of mine with React Js. I implemented the React Router DOM, light/dark mode also. It's the clone of Tailwind UI components. It's on Git but I don't upload to Netlify.

EDUCATION

Bachelor of Science - BS, Information Technology

Government College University, Faisalabad

= 09/2017 - 11/2021

Fsc Pre-Engineering

Punjab Group of Colleges

= 09/2015 - 10/2017

ACHIEVEMENTS



CallScaler Mobile Application

I learnt alot from that project but not much I think so. It build it from scratch and it's the solo based project which i write in React Native

SKILLS

React Js	React Native	Alpine Js
Laravel	Tailwind CSS	Livewire

CERTIFICATION

Complete React and React Native course from Udemy.

Complete Laravel course from Laracasts.

PASSIONS



I want to explore the Tech World with new things and techniques.

PROJECTS

Unity Game

= 06/2020 - 08/2021

We develop the game in C# with Unity gaming engine. The game was like subway surfers.