Faiz Alam

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EDUCATION

B.Tech in Computer Engineering   Aligarh,India | Expected - July 2023
ALIGARH MUSLIM UNIVERSITY
Coursework: Data Structure and Algorithms,DBMS,Computer Networks,Operating Systems,Cloud
Computing,Software Engineering,Design and Analysis of Algorithms

WORK EXPERIENCE

PROPRETURNS (YC S21) | FULL STACK DEVELOPER INTERN   Remote | April 2022 – June 2022
- Translated **Wireframes** and PSD designs into functional web apps using **Next.js** and **Tailwind CSS** .
- Integrated third party APIs like **Mailmodo**, **Wati** whatsapp messenger etc in the product
- Wrote efficient **AWS Lambda** functions as part of product's serverless architecture.

UNMAZER.AI | FULL STACK DEVELOPER INTERN   Remote | June 2021 - Aug 2021
- Developed **REST APIs** using node and express.js ,and deployed them on Heroku and AWS .
- Used **Mapbox** and **React Leaflet** library to visualize foot-fall and hyperlocal data in the form of heatmap and choropleth.
- Developed **Authentication** , **Authorization**, and **Credit** System of the product using **Firebase**, **Firestore**, and **React**.

GEEKSFORGEEKS | TECHNICAL CONTENT WRITER   Remote | April 2021 - Sep 2021
- Published 30 articles on Geeks for Geeks platform related to web technologies and data structure and algorithms.

PROJECTS

ALIGARH MUSLIM UNIVERSITY VIRTUAL LAB ↗
NODE.JS,EXPRESS.JS,MONGODB,PLUMB.JS,MATHJAX,D3.JS,PASSPORT.JS
• Web application providing a common platform for lab practical simulation, assignment submission, quiz section , and live class.

FAIRELECT ↗   NODE.JS,EXPRESS.JS,MAPBOX,EMAILJS,HTML/CSS
• Collaborated to develope Election Monitoring System during 24 hour hackathon.
• Allows citizens to report to election commision and local authority without revealing the identity.

RISTORANTE CONFUSION ↗   REACT,REDUX THUNK,REACT ANIMATION , MATERIAL-UI
• Developed a Full Stack React-based application for a local restaurant.
• Used Redux for state management and react animation for improving UI of product.

CALLOFDUTY ↗   C#,UNITY ASSETS,UNITY GAME ENGINE
• Built a muti-level first person Shooting Game.
• Used C# and Unity Game Engine alongwith enemy path finding AI using Navigation Mesh.

SKILLS

Languages: C++,C,JavaScript,Python,Nodejs
FrameWork & Library :React,TypeScript,Express.js,Next.js,Jquery,Bootstrap,D3.Js,Semantic-UI
Tools: Git, AWS, GCP,Heroku,Firebase,UnityGameEngine,WordPress
Databases: MongoDB,Firestore,S3

ACHIEVEMENTS

• All India Rank 512 in ICPC Amritapuri Regionals 2020
• Finalist IEEE DTU Vihaan Hackathone
• Global Rank 511 in Codechef November Long Challenge
• 1800+ rated on Codechef
• 750+ Questions on CodeChef,Codeforces,Leetcode,Interviewbit