

Ahsan Mahmood

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“Full-Stack Developer | MERN & MEAN Stack Specialist | Software Engineer”

I am Ahsan Mahmood, a dedicated Full-Stack Developer with a Bachelor's degree in Software Engineering from the Virtual University of Pakistan. I specialize in the MERN and MEAN stacks, focusing on JavaScript, Typescript, ReactJS, Angular, NodeJS, Laravel, Firebase, and AWS Services. My professional journey since 2018 has spanned across various industries, developing web and mobile applications, SaaS products, and custom software solutions that drive business growth and user engagement.

Currently leading development projects at Zaions, I leverage AWS technologies and serverless architectures to deliver scalable and performance-driven applications. I am committed to continuous learning and applying new technologies to solve complex problems and enhance application usability.

LinkedIn: <https://linkedin.com/in/aoneahsan>

GitHub: <https://github.com/aoneahsan>

LANGUAGES

- English – Full Professional Proficiency
- Urdu – Native/Bilingual
- Arabic – Limited Working Proficiency

SKILLS

Expert in: ReactJs, Angular 2, VueJs, Ionic Framework, React Native, Flutter, NodeJs, ExpressJs, Apollo Server, Laravel, MySql, MongoDB, Restful APIs, GraphQL APIs, Firebase, Serverless Functions, Realtime DB, Firestore, Hosting, Storage, Remote Config, Analytics, AWS Services, Lambda, API Gateway, IAM, S3, SES, SNS, Cloudwatch, EC2, DynamoDB, Version Control, Git, Github, Bitbucket, Gitlab, Cypress, Jest, Postman, Automation Software Testing, Web Developer, Mobile App Developer, Browser Extension Developer, Desktop App Developer, HTML5, CSS, CSS3, SCSS, TailwindCSS, Javascript, JQuery, AlpineJs, Typescript, Bootstrap 5, Material UI, Radix UI, UI/Component Libraries, PHP, WordPress

Other Skills: Problem-Solving, Critical Thinking, Time Management, Project Management, Team Management, Deployment, CI / CD, Client Dealing, Planning, Reports, Data Analytics, Process Improvement, Maintenance, Learning

CERTIFICATIONS

Unity Game Tutorial: Board Game - Ludo 3D

By: *Octo Man* – Udemy

September 2022 – October 2022

Complete C# Unity Game Developer 3D

By: *GameDev.tv Team* - Udemy

April 2022 – April 2022

Flutter & Dart - The Complete Guide

By: *Maximilian Schwarzmüller (Academind)* - Udemy

March 2022 – April 2022

React Native - The Practical Guide

By: *Maximilian Schwarzmüller (Academind)* - Udemy

September 2021 – October 2021

Complete C# Unity Game Developer 2D

By: *GameDev.tv Team* - Udemy

May 2021 – June 2021

More certifications are mentioned in my portfolio website and LinkedIn profile

INTERESTS

- Learning new culture, languages, and skills
- Exploring new things, and places
- Leadership and Management (Project/Product/Time Management)
- Working on difficult/challenging tasks

CONTACT DETAILS

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Github: <https://github.com/aoneahsan>

Skype: Live:aoneahsan

Upwork: <https://upwork.com/freelancers/aoneahsan>

Updated CV: <https://aoneahsan.com/cv>

Work Experience

Team Lead | Full-stack Developer | MERN & MEAN Stack Specialist

Zaions (Self-Employed) March 2020 - Present

- Spearheaded numerous full-stack projects utilizing MERN and MEAN stacks with technologies including ReactJS, Angular, Laravel, and NodeJS.
- Developed native mobile apps using React Native, integrating with NodeJS, ExpressJs, and MongoDB/MySQL backends.
- Authored and deployed a browser extension, "Udemy Video Playback Speed Controls", enhancing user interaction with educational content.

Web App Developer | Laravel Developer | Angular Developer

PNY Trainings October 2018 - February 2020

- Led the development of a custom management system using Laravel and Angular, significantly improving operational efficiency for managing educational content and user data.
- Successfully developed and optimized multiple web applications, notably reducing load times through advanced Angular techniques and creating progressive web apps (PWA).

WordPress Developer | Custom Theme Developer

OSO Software Solutions June 2018 - September 2018

- Developed and maintained custom WordPress themes and plugins, enhancing site functionality and user engagement.
- Achieved proficiency in WordPress architecture, implementing advanced custom fields and custom theme development for various clients.

Frontend Developer | UI Developer

NetRoots Technologies January 2018 - May 2018

- Designed and executed pixel-perfect UIs for multiple web projects, aligning closely with design specifications using HTML5, CSS3, and JavaScript.
- Excelled in fast-paced environments, consistently delivering projects that enhanced user experience and interface.

Education

Bachelor of Science in Software Engineering

- Virtual University of Pakistan
- 2018 - 2022
- Specialized in Computer Science, Mathematics, and Software Development, completing a comprehensive curriculum that included significant projects and hands-on programming.

FSc Pre-Engineering

- Govt. Shalimar Graduate College, Lahore
- 2016 - 2017
- Focused on Chemistry, Physics, Mathematics, and English, providing a strong foundation in analytical thinking and scientific principles.

Matriculation in Science

- Govt. Comprehensive Higher Secondary School
- 2013 - 2015
- Studied Chemistry, Physics, Mathematics, and Computer Science, developing early skills in both natural sciences and information technology.

Projects

(P#049) "Trizlink" | Url Shortener SaaS App | Android App Development

- Start Date: March 2024
- End Date: April 2024
- Category: Professional/Work Project
- Link to Project: <https://play.google.com/store/apps/details?id=com.trizlink.app>
- Role: Android App Developer
- Summary:
 - The "Trizlink" project web app version 1 was completed in February 2024, and I deployed that on <https://trizlink.com> on the client's account. As for this project, I used "Ionic + CapacitorJs," so I suggested that we release its (Android & IOS mobile app as well (Hybrid App)) and got accepted by the client. We started working on that, finalized a few UI things in the project to meet the Google Play Store Policies, and tested the app properly locally in our team (on different physical Android mobiles). I will submit and release the production version of the "Trizlink Android App" on the Google Play Store Console, and it will be accepted on the same date. You can download, install, and start using "Trizlink Android Mobile App" today from Google Play Store by searching "Trizlink" there, or you can go directly to its detail page by clicking on the click <https://play.google.com/store/apps/details?id=com.trizlink.app>. The next milestone in this project is to improve the URL shortener feature, fix any bugs (which get reported), and test it more. Then, we will start with "Link-In-Bio Page Builder."

(P#048) "Shiraakat" / FPI (Fractional Property Investment)

- Start Date: January 2024
- End Date: February 2024
- Category: Professional/Work Project
- Link to Project: <https://shiraakat.com>
- Role: WordPress Developer
- Summary:
 - The client from the "Broker CRM" project renamed the project to "Shiraakat." The same concept, "FPI (Fractional Property Investment)," means many users can buy one house in fractions (for example, pay for only the number of square feet they can buy easily at any time). Shiraakat is an information-providing company that stores sellers' and buyers' information and manages it securely. This means users can easily use the Shiraakat platform to store information about selling and purchasing their property. I am "CTO (Chief Technology Officer)." I am responsible for developing and managing the state of the Shiraakat web & mobile app platform (websites, software, and mobile apps). previously, I developed the Shiraakat web platform/CRM using "Laravel" using the premium "Metronic | Bootstrap HTML, VueJS, React, Angular, Asp.Net, Django & Laravel Admin Dashboard Template" laravel template; I customized it according to the client's requirements. this project is a frontend/display website for Shiraakat to tell users "what it?", "how they can use it?" "how will it help them?" & and "What main problems does this platform solve for them." Other than that, on this website, we are showcasing the founding team of "Shiraakat" and details about its platform and mobile apps (which will be added soon). I made customizations to this WordPress website, fixed a few bugs, and added a few new screens and custom logic using "Custom PHP, Javascript, and AlpineJs." I added a "Get a Quote" option on the website where the user can enter their details. I'm storing these details in "Firebase Serverless Backend" and then creating a "PDF using Javascript 'PdfJs'" which the user can download from the website and later use for verification. The next milestone is to create a mobile app so the admin can easily engage with app users. I will create that App using "Flutter" for the front end of a mobile app (Android & IOS Native App). For the back end, I will use "AWS Lambda Serverless Backend (Restful API)." so stay tuned and remember to subscribe to our newsletter.

(P#047) "Trizlink" / Url Shortener SaaS App / Web App Development

- Start Date: November 2022
- End Date: February 2024
- link to project: <https://trizlink.com>
- Category: Professional/Work Project
- Role: ReactJs & AWS Lambda Serverless Backend Developer
- Summary:
 - Trizlink is a SaaS (software-as-a-service) product app. Its main features are "Url Shortening," "Link-In-Bio Page Builder," and "Social Media Account Manager." We developed the whole App (a two-person team, with me as Senior Developer, Project Manager, and a fellow Developer). For the front end, we used "Ionic + ReactJs + Typescript + Recoil + Formik + CapacitorJs, with few other required libraries." For the backend, we first developed its backend in "Laravel + Nova + Restful APIs with MySQL for database." However, then for scalability, server management, and database and cost reasons, we changed its backend to "AWS (amazon web services) Lambda Serverless Functions (with NodeJs V20) and AWS API Gateway + AWS Cognito (for authentication) + S3 (simple storage service) for media/images/files storage and database we used DynamoDB (AWS serverless database) with other required AWS services like SES (simple email service), SNS (simple notification service), Cloudwatch and more (IAM, etc.)". It was very effective, and we were able to cut down the server cost by 90% (as we only paid for the active users and calls we required in the App). The scaling of the server also became very easy as it was managed automatically for us (it was no problem if one function was receiving 1k calls while the other received 100k calls, and it was managed properly). We completed the web app version of the project. I deployed that live using "S3 for frontend," and the backend was already ready on AWS Lambda Serverless. For now, the completed features in the Web app are "Url Shortening, Authentication, Email Verification, User Roles and Permissions, Workspace Management, Team Management, Inviting Members in different workspaces, Notifications, and many other core features of the app" " The core modules and base of the project is ready. next, we will continue (in the near future) on the next big feature of the product, which is "Link-In-Bio Page Builder, along with the Android and IOS app of the project, and after that, the final main feature of the

product, "Social Media Account Management." So stay tuned and subscribe to the Trizlink newsletter for updates about its new features.

(P#046) "Nyuk.in" (Invoice Generator App)

- Start Date: January 2024
- End Date: March 2024
- link to project: <https://nyuk.in>
- Category: Professional/Work Project
- Role: ReactJs & Laravel Developer
- Summary:
 - It's version 2 of the project "Invoice Management App," which was last hosted/deployed on "<https://invoice.thespecialsomething.com>." The client came back with a new design for the App and asked me to redesign the whole App according to the new custom design (Figma). I first checked the state of the project (because after the last deployment, no change/maintenance was done on the project, which is why it was fully outdated (almost 3 years without maintenance)). I suggested that we develop the App from scratch rather than try to update the existing App. I created the full development plan and database plan, read it with the client, and got it approved. I started the project this time. For the front end, I used "Ionic + ReactJs + Typescript + TailwindCss + CapacitorJs." For the back end, I used "Laravel + Nova + MySql (Restful APIs)." I completed the web version of the project and deployed it to the client's cpanel/hosting account. For the next steps/milestones in this project, I shared a few suggestions with a client, like "changing the media storage to AWS S3" and changing the whole app backend to "AWS Lambda Serverless APIs to save the cost and increase the efficiency of the backend by 90% easily. The client said we would get back to these in the near future.

(P#045) "Perkforce App For Microsoft Teams" | Microsoft Teams App Development

- Start Date: February 2024
- End Date: On-Going Project
- Link to Microsoft teams app: <https://appsource.microsoft.com/en-us/product/office/wa200006930>
- Category: Professional/Work Project
- Role: Microsoft Teams App Developer
- Summary:
 - So far, in the perkforce project, we have created a "Web App" using MERN Stack ("ReactJs, AntD (Ant Design), Scss and Apollo GraphQL Client" for frontend and "NodeJs, ExpressJs, Apollo GraphQL Server and MongoDB" for backend) (you can access that today by visiting <https://perkforce.com> | <https://my.perkforce.com>), after that we created Android and IOS app for perkforce and published these two apps on google play store "<https://play.google.com/store/apps/details?id=com.perkforce.app>" and Apple App store "<https://apps.apple.com/pk/app/perkforce/id1608229415>" respectively, then we created and released "Perkforce App for Slack" available on Slack App Store right now "<https://slack.com/apps/A034UAKR729-perkforce>". Now we are working on the "Perkforce App For Microsoft Teams" " This is another big step towards the success of the project. as we received a huge response from our users (1000+ online users) when we added the "Slack App" support. Many of our customers requested us to add support for "Microsoft Teams" as well (as they were users that instead of Slack). So we took on the challenge; I was assigned the task of creating, test, and publish the "Perkforce App for Microsoft Teams" on a Microsoft partner account (MS Teams App Store) so our customers could install our app and notify their members in their "Microsoft Teams" chat channels about the perks they have added for them in our product. The app has been developed and, tested locally by our team, and right now, we are working to get it out there in "The Microsoft Teams App Store" so users can start using it. It's a work in progress, and hopefully, we will be able to finish it very soon, so do not forget to subscribe to "Perkforce Newsletter" and social media (especially LinkedIn) so you will be the first one to get notified once we release it for you guys. as always we highly appreciate your feedback and need it, it's essential so we can improve the product for your use, so please do provide us with your valuable feedback after giving it a try.

(P#044) "Prodago" SaaS App

- Start Date: December 2023

- End Date: On-Going Project
- Category: Professional/Work Project
- Role: ReactJs Developer
- Summary:
 - Prodago translates policies into project-specific action items and incorporates them in a governance framework that works to solve real data & AI problems. I joined the prodago team as a frontend ReactJs developer. It's a great app that helps companies handle their operating practice to ensure the best governance in their organization. As new laws get out frequently, keeping up with these laws is very important, and organizations that do not have a specific department for that face difficulties in keeping up with the change; that's where "Prodago" helps them, using this they can ensure that any time a new law gets out they will get notified about it and can act accordingly. We developed this SaaS app using "ReactJs + Typescript + Radix UI + TailwindCss and a few other important frontend libraries." For the backend, we used ".Net + MySql + Cosmos DB + Azure services." It's a high-performance and secure App that helps organizations fulfill their data governance needs. We are adding more and more features to the project each day.

(P#043) "AleefMall" (Ionic + Angular + Cordova App) | Distribution on Google Play Store & Apple App Store | Consultation

- Start Date: September 2023
- End Date: September 2023
- link to project: <https://apps.apple.com/dk/app/aleefmall/id6467244021>
- Category: Professional/Work Project
- Role: Ionic & Angular 2 Developer
- Summary:
 - "AleefMall" is an online shopping app. It was developed using "Ionic Framework + Angular + Cordova" (Hybrid Android and IOS App). The client (the same client from "Flutter App Play Store Publish Consultation") requested assistance with the app publication/distribution process on the Apple App Store. The package versions needed to be updated, so I first had to resolve that. Then, there were a few issues while I tried to build the App (Cordova packages issues), but I resolved the issues. The client requested a few changes in the App, which were implemented before the app release. After that, I bundled the Android app "APK" and "AAB" files and shared them with the client. I uploaded the "IOS" app to the client's Apple developer account using "XCode." I finalized the configuration (store listing, test flight release, and other required things on his account). Lastly, the App was submitted for production release and approved on the same date.

(P#042) "TaxiShift" | Flutter App | Distribution on Apple App Store | Consultation

- Start Date: August 2023
- End Date: August 2023
- Category: Professional/Work Project
- Role: Flutter Developer
- Summary:
 - "TaxiShift" was a flutter (version 3) app; the client was a developer himself; he had already developed the whole App and required help with publishing/distributing the App on the "Apple App Store" account. He shared his Apple developer account access with me, and I set up the certificates, identifiers, and other store listing details on his account for his App. I released a "Test Flight" version of the App, and the client and his team members tested it and approved it; I then submitted that version for app store production release, and it was approved on the same date. The client was impressed with the quick and less execution of the whole process. It was a refreshing activity/task.

(P#041) "Ztools" | Your Digital Toolbox Simplified | SaaS App | Web + Mobile App (Android)

- Start Date: May 2023
- End Date: July 2023
- Link to project: <https://ztools.zaions.com> | <https://play.google.com/store/apps/details?id=com.zaions.ztools>
- Category: Professional/Work Project

- Role: Ionic, ReactJs & Firebase Developer
- Summary:
 - "ZTools" is a SaaS app that provides multiple online digital tools (like "percentage calculator," "Word Counter," "CSS Specificity Calculator," "Lorem Ipsum Generator" and many other tools), making it easy for online users to complete their daily tasks. We developed the whole App (a two-person team, with me as Senior Developer, Project Manager, and a fellow Developer). We developed the project front-end using "Ionic Framework + ReactJS + Typescript + CapacitorJs." For the backend, we used "Firebase Serverless functions with Firestore database." It was a very fun project as the category of the project was productivity-tool (so I even had a few ideas I suggested to the client). We first completed the web app version of the project. I deployed that on client hosting/server, and after that, I set up, configured, and bundled/built the Android app for the project. I submitted/published that on the client's Google Play console account, and it was released in production on the same date.

(P#040) "Perkforce App For Slack" | Slack App Developer

- Start Date: March 2023
- End Date: May 2023
- Link to project: <https://slack.com/apps/A034UAKR729-perkforce>
- Category: Professional/Work Project
- Role: Slack App Developer
- Summary:
 - In Perkforce, I was assigned a task to create a "Slack App" for the product, so users of the product will be able to install the "Product's Slack App" and then will be able to use it to send notifications about perks they have added in their account to their members on their slack workspace. I started developing a custom "Slack App" using "Slack Web API" and Slack developer program guide. It was a very fun challenge, I had to learn about Slack Web API, the OAuth install process, and scopes/permissions (specifically bot and user scopes/permissions) available in Slack, which are required to perform any task through Slack web API. I first implemented the "Slack OAuth" flow in the app, using which the app user was able to connect their perkforce account with their Slack workspace (and I was able to fetch the access tokens with required scopes/permissions). Next, I started going through the official documentation of Slack web API methods. I learned what we need to do to fetch the conversation and send the notifications (as required by the task) to respective conversations/channels/chats in Slack. While working on this, I faced a few issues and resolved them by going through the Slack documentation and some by searching online. The team created and tested the "Perkforce App for Slack" locally. I was then assigned the task of publishing that in "The Slack App Store," I set the details for the app in "Slack API/Developer Account," and created the pages (page showing users how to install the app and other policy-related pages), created a video showcasing the working of the app and how to use it, and submitted that in the slack app store for production release/distribution. It took me around a week to resolve a few change requests that the Slack testing team requested (changes were related to their policies and terms and not related to app functionality); once everything was resolved, the app got accepted and released onto the "Slack App Store." Our users were able to install the app directly from the app store and send notifications about their perks into their workspaces directly from their perkforce web/mobile app accounts. It was a big achievement for the project's success.

(P#039) "Office Management System" | Customized Software Development

- Start Date: February 2023
- End Date: April 2023
- Link to project: <https://office.zaions.com>
- Category: Professional/Work Project
- Role: Laravel Nova Developer
- Summary:
 - The client requested customized software (with requirements according to his office work). he explained the modules he needed in the software with a main focus on reporting, analytics, and data presentation (charts). I developed the software using "Laravel + Nova" (as it was an admin panel software and a frontend UI was not required). For the Database, I used "MySQL." The main modules that were developed in the software were "Users, Roles, Permissions, Notes, Comments, Attachments, Tasks, TaskHistory, Actions (log actions), Projects, and Categories." Other than app core functionality modules, I added these features to the system for security,

performance, and useability enhancement. For security, I added "2FA (2-factor authentication) on the login flow; every time the user logs into his account, the system will verify his identity using the "OTP code created on the 2FA mobile app." once the user enters that code and verifies then, only then can access his account. For data presentation (easy and specific data screens), I used the Nova Lenses and Charts (ChartJS library and Nova built-in Charts). I showed the users and admins the data they requested (in the requirement phase). The super admin account had access to the whole system, including (not limited to) all users, tasks, projects, comments, notes, and categories in the system. For data security, I added a "Soft Delete" feature in the App, which only allows the super admin the ability to delete a record from the system fully. Many other features were covered in the project, including (not limited to) filtering, sorting, searching, relationships between tables/data, and custom views. The most interesting part for me in this project was "Nova Tools," using which I was able to fulfill even the most custom (out of the box) requirement of the client using custom VueJS, Javascript, Laravel (PHP), and Tailwindcss code. It was a very interesting project.

(P#038) "Broker CRM" | Customer Relation Management System

- Start Date: November 2022
- End Date: January 2023
- link to project: <https://fpi.zaions.com>
- **Note:** Demo accounts are available on login
- Category: Professional/Work Project
- Role: Laravel Developer
- Summary:
 - FPI (fractional property investment) is software that tracks/keeps a record of transactions made in the industry for property purchases in fractions. It is a very unique concept and hence requires a fully custom solution for it. The client provided his requirements, and I completed the whole project using "Laravel + Node + VueJs." For the Database, I used "MySQL." The main modules covered in this project were related to property purchase transactions. This software requires different types of users, each having specific tasks, operations, and functions. The main user types were "developer," "broker," and "investor" (and other default, admin, super admin, etc.). The "developer" user in the system is responsible for adding projects and info on the development; the "broker" users are then responsible for marketing/selling these projects to "investors." You guessed it, the "investors" are users who use the system to find out potential investment areas and invest in them. The main features of this App were functionality based on user authorization, screens specific for each user, and different "nova lens" screens to show specific formats of data to users (what they are interested in).

(P#037) "Perkforce" SaaS App Development | Web & Mobile (Android + IOS) App

- Start Date: July 2022
- End Date: February 2024
- Category: Professional/Work Project
- Link to Project: <https://my.perkforce.com> | <https://apps.apple.com/pk/app/perkforce/id1608229415> | <https://play.google.com/store/apps/details?id=com.perkforce.app> | <https://perkforce.com> | (more soon :)
- Role: MERN Stack & GraphQL Developer
- Summary:
 - Perkforce is a SaaS app (Web app + Mobile App (Android & IOS)) where companies, businesses, and colleges can onboard and add perks and users/employees/students their organization has. Then, their users/employees/students can log in to the website or mobile App and utilize the perks/benefits added by their organization specifically for them. I worked as a senior MERN Stack Developer in the dev team. The dev stack for the App is highly advanced; we used "ReactJs + Ant Design (AntD) component library + Ionic Framework + CapacitorJs + Recoil + Apollo GraphQL Client + Formik + SCSS" for frontend Web & Mobile App development with its backend developed using "NodeJs + ExpressJs + Apollo GraphQL Server + GraphQL API (resolvers & queries) + AWS (amazon web services) S3 (simple storage service) for media storing" for Database we used "MongoDB" with "MongoDB NodeJS Client" (we used this instead of "Mongoose," to have full control and new features as soon as they got released in MongoDB versions). We used "MongoDB Aggregate Pipelines" highly in this project, resulting in high-speed and efficient DB Queries. I was responsible for creating and publishing (distributing) the Android and IOS apps to the Google Play Store and Apple App Store. For online payment processing, we

integrated a "Stripe" payment gateway into the App. We allowed users to purchase the digital perks online directly from the platform/app. I was also responsible for adding third-party integrations to the App. I developed and published (distributed) apps in "The Slack App Store" and "The Microsoft Teams App Marketplace," allowing our users to use the products from tools they already use. Some other features I have developed (and maintained) in the App are "Google Maps," "Deployment Pipelines," "Continuous Integration and Continuous Deployment (CI/CD)," "Code Quality Checks and Standard checks using "StandardJS" & "ESLint," and more. It's one of the big projects I have worked on so far. There are a few features we will complete/continue in the near future. Some of them are (not limited to) "Google Chat App Integration" and Firebase Push Notifications.

(P#036) "Ludo 3d" | Unity 3d Game Development

- Start Date: September 2022
- End Date: October 2022
- Category: Personal/Learning Project
- Link to Project: <https://aoneahsan.itch.io/ludo-3d>
- Role: Unity 3D Game Developer
- Summary:
 - After completing "Complete C# Unity Game Developer 3D", the next course I completed was "Unity Game Tutorial: Board Game - Ludo 3D" by "Octo Man" on "Udemy" (I think I have learned the most course on udemy and hopefully will be able to get in top 100 learners from Udemy :) anyway, I completed this course and developed this "Ludo 3D Unity Game". The main features covered in this project were "A complete functional Ludo game," "3d Design", "4 players", "Human and CPU player type," and "Fun game experience." I published the game on my "[itch.io https://aoneahsan.itch.io](https://aoneahsan.itch.io)" account. You can play it there with your friends or with CPU if you like, or you can go all out and play all 4 users by yourself self, but be warned, you will have to be smart enough to foul yourself to win this one :). Well, anyway, do let me know how it goes. After completing this project, I got busy with my work and was not able to learn more about Unity. I will continue once again, as I want to develop a "Bazar/Online Shopping Market Place" using Unity, where each and everyone gets their avatar. They can walk in the "Bazar/Market" as they would in a normal real work "Bazar/Market," I really want to see this kind of e-commerce store in action (as so far I have only developed web/mobile app-based e-commerce stores), so creating a game based e-commerce store is a project I want to complete).

(P#035) "Udemy Video Playback Speed Controls" | Browser Extension Development Using ReactJs & Manifest Version3

- Start Date: August 2022
- End Date: September 2022
- Category: Professional/Work Project
- Link to Project: <https://chromewebstore.google.com/detail/ihafdbecgnhendhckoknblmcmnoikdb>
- Role: ReactJs Browser Extension Developer
- Summary:
 - As I learned skills from udemy, I started spending more and more time on the udemy website. One thing that was very annoying for me was the speed control options for its video player on the udemy website. As for the "Maximilian Schwarzmüller" course "2.0 seconds per second" speed was not good enough for me; I needed at least "2.2 or sometimes 2.4 seconds per second to match the speed at my pace", so I created a Javascript script for this. With that, I was able to control the "Udemy Video Player speed" directly from the browser console. It was such a nice experience, and I wanted to share it with others as well. So I created this browser extension using "ReactJs and Manifest version 3 (v3)" and released that on "Chrome Web Store" and "Firefox Extension Store" and I was surprised by how many users installed and liked it (it turned out it was not just my problem but a common problem for many fellow learners). I was very happy to help others. There are still some pending change requests users have requested on the Chrome web store and Firefox extension store, which I will try to cover once I get some free time.

(P#034) "Roommate App - React Native (Android + IOS) App"

- Start Date: May 2022
- End Date: July 2022

- Category: Professional/Work Project
- Role: React Native Developer
- Summary:
 - Roommate Finding the App is an Android and ios app where user can create their account, add info about who they are, what they like, what they dislike, and other info about themselves self, and based on that info, they can find people/roommates who are a match for them. They can chat with each other on the App and get to know each other, and if everything goes well, they can start living together as roommates. The client provided me with a Figma app design and asked me to create the App (a native app for Android, Android, and iOS). I developed the App using "React Native with Expo CLI" for the front. For the backend, I used "NodeJS with ExpressJs," and for the Database, I used "MongoDB." I created GraphQL APIs in the backend and integrated them into the React Native frontend app. The client asked me to add verification to account creation, so I added phone number verification using OTP (one-time-password) SMS. For that, I used the "Trello" service. I developed the app front 100% according to the provided Figma design and completed the app functionality in Nodejs + ExpressJs backend. I deployed the backend on AWS (Amazon Web Services) and EC2 (Elastic Compute Cloud), created a bundled Android and iOS app, and provided that to the client as project delivery.

(P#033) "Realm Rush - 3d Unity Game" | "Complete C# Unity Game Developer 3D"

- Start Date: April 2022
- End Date: April 2022
- Category: Personal/Learning Project
- Link to Project: <https://aoneahsan.itch.io/realm-rush>
- Role: Unity 3D Game Developer
- Summary:
 - Learning game development using Unity 2d was so fun that after learning it and creating a few games (personal/learning projects) in Unity 2d, I started learning "Unity 3D Game Development" again from "GameDev.tv Team". This is a habit of mine. I learn more than one course from the same instructor once I like their teaching style (complete a course from them). As they build on their previous course, at least when it's related, it gives an advantage to those who have learned the last course. Unity 2D was fun, but Unity 3D was whole on another level. In 2d, I was only concerned about "X and Y space," but when "Z Space" entered the game, my games entered a new world and a new level. The rotation of objects, the Z Index value, and the overall 3D world were interesting. Now, not only did I have to take care of game objects, width, and height, but also their position in the game world (or my player would pass right through the enemy, which was fun to watch as well ":). I completed the course and created this "Realm Rush" project and other projects they taught me in the course (and a few other learning projects). Give it a go now on my "itch.io <https://aoneahsan.itch.io>" account. Do let me know what you think; I would love to hear your feedback.

(P#032) "Flutter App Development Course" | Native Mobile (Android and IOS) App Development Using Flutter

- Start Date: March 2022
- End Date: April 2022
- Category: Personal/Learning Project
- Role: Flutter Developer
- Summary:
 - So far, I have learned three total frameworks to develop mobile apps, "Nativescript," "Ionic Framework" and "React Native"; from these three, I developed almost 4 apps using Nativescript (using its earlier version (version 5)), I learned "Ionic Framework" because it was quite hard to get the UI requirements done in native script at that time (animations, custom styling to top tabs, bottom tabs, sidebar drawer, modals, appear, and other elements). It required our custom elements, which was difficult as well. Next, I learned "Ionic Framework with CapacitorJs," and it was so easy. I was able to use normal HTML, and it was quite easy. Yet, the problem I faced was support for "native animations, performance, native features and most important 'Native App Badge/Label/Certificate.'" So after learning "ReactJs," I started learning "React Native," and it resolved many issues for me; my apps became more performant, I was able to control the UI as I needed (no limitations there), security got improved, and most of all I got the "Native Apps" label/badge/certificate for my apps. But still, the animations part had more apps from one code base, which was lacking (yes, I was able to get 3 apps (web, native Android, and native iOS app)

easily from one code base, but I needed more). I wanted to get 6 apps from one code base or atleast 5 apps (web, native Android, Native IOS, windows, and MacOS (and Linux if possible also)), so I started my search and came across "Flutter" (it was flutter version 2 when I started working in it). I took the "Flutter & Dart - The Complete Guide" course once again by "Maximilian Schwarzmüller" and, yes, from "Udemy" (I think I have taken at least 70% of this instructor's courses, and I like his teaching style (except for his speed unless I listen to it at 2.2second per second speed it's just too slow for me, other than that he's good :)). I was very happy with how Flutter helped me with the remaining points I had. Now, after learning Flutter (and especially using Flutter version 3 (and future versions)), using one codebase, I can get 6 apps (web, Android, iOS, Windows, macOS, and Linux) easily without any extra effort. The speed of apps is great; there is no restriction when it comes to creating any UI (as with Flutter, it's like you are drawing on the screen with code off-course :), and there is great support for native animations (and even for custom animations), it got types support (my favorite), and overall I love working in it. Now, I use only these three frameworks for frontend development, "Ionic Framework, React Native, and Flutter."

(P#031) "Ghost Buster" | Survival Shooting Game | Unity 2D Game

- Start Date: January 2022
- End Date: February 2022
- Category: Personal/Learning Project
- Link to Project: <https://aoneahsan.itch.io/ghost-buster>
- Role: Unity 2D Game Developer
- Summary:
 - To improve my Unity 2D game development skills, I continued to learn more about it and created this project in the process. The next Unity 2d game development with game art course I completed was "Game Development/Art - Create a 2D Action Game with Unity/C#" by "Noa Calice (aka Blackthornprod)" on udemy. It was another great course and a great project. I learned some new things and improved the knowledge I already had in Unity 2d Game development. The character design, the animation, the enemies, the sound effects, the wave system to spawn new enemies, the boss enemy, spawner enemies adding small enemies in the game on run time, different weapon types, health and weapon pickups, score system, new input system and much more. I learned, improved, and covered a complete set of Unity 2d game development and finished this project. You can play it right now on my "[itch.io https://aoneahsan.itch.io](https://aoneahsan.itch.io)" account. Do let me know what you think; I would love to hear your feedback.

(P#030) "Laravel Nova Mastery" | Admin Panel Development Using Laravel Nova

- Start Date: December 2021
- End Date: December 2021
- Category: Personal/Learning Project
- Role: Laravel Nova Developer
- Summary:
 - I really liked working in "Laravel" due to its structure, how easy it makes it for us to develop apps from scratch, and how much starter code it provides. In the past, I used "Laravel AdminLTE" to create admin panel systems (CMS (content management system)/CRM (customer relation management system)/ERP (Enterprise resource planning system)). But that was not enough. It required much work and needed to be better. I learned about "Laravel Nova" from the laravel official website (while I was deploying a laravel project in production using "Laravel Forge" and "Digital Ocean Droplet") from laravel Ecosystem. I was very impressed with what "Laravel Nova" can do for us. I bought the lifetime plan right away (as we can not use Laravel Nova, not even for learning, without a license), and it was fully worth it (I loved it). With the help of laravel Nova, I was able to develop even more powerful systems (mainly admin panels) in less than half time, which would have been the case if I had to develop that same system using "Laravel AdminLTE" and even more if using just laravel. I used it in many projects after that (as full stack developing the whole system, as backend stack taking care of Admin panel part while I took care of the APIs using pure laravel) (I'm one of the community members who have requested "Laravel Nova" team to add "API development" support in Nova and I will buy it right away as soon as they release it). I completed the "Laravel Nova Mastery" course by "Marcel Pociot" from "Laracasts." It was outdated, so I had to learn many concepts from "Nova Docs."

(P#029) "Investment Saving Dashboard"

- Start Date: November 2021
- End Date: January 2022
- Category: Professional/Work Project
- Link to Project: <https://isd.zaions.com>
- Role: Angular 2 & Laravel Developer
- Summary:
 - "Investment Saving Dashboard (ISD)" is a web + mobile App where users can keep track of their savings. Users have the option to track their savings in "crypto," "stocks," and "manual savings." The same client (who asked me to develop the "Invoice Management App" gave me this project). He asked me to clone the whole app experience of one of his competitors. I developed the web + mobile apps (hybrid apps) front using "Ionic + Angular 2 + CapacitorJs." For the backend, I used "Laravel," and I used "MySQL" for the project database. I created APIs in the backend and integrated these APIs in the frontend app. For the crypto coins' real-time value info, I used a "Coin Ranking (coinranking)" API, and I used a "Stocks API" to fetch and display real-time stock value to the user. Implemented notification and anonymous login in the frontend app. This means that users were not asked to provide a password to create an account with this App. Instead, all they were asked for was an "Account name," and with that, I created their account and created a backup phase (just like MetaMask wallet); now it's the user's responsibility to keep that backup phase secure and save, and they can recover their account on any device at any time using that backup phase.

(P#028) "Dungeon Escape - Action 2d Unity Game"

- Start Date: November 2021
- End Date: December 2021
- Category: Personal/Learning Project
- Link to Project: <https://aoneahsan.itch.io/dungeon-escape>
- Role: Unity 2D Game Developer
- Summary:
 - Action 2d Game Developed using Unity 2D Game Development Engine, added a new unity input system, animations, sound, score system, lives system, enemies, and more. I developed a fully functional action 2d dungeon escape unity game in this project. Here are some of the features covered in this project, "A complete functional game," "Tile Map Design," "1 player", and "Fun game experience." It was a very fun project that I completed using Unity 2d; while developing this, I faced a few issues, and I resolved them and improved my Unity game development skills. I developed the project while I was completing a course (this game was the course project) on Unity 2D Mobile Game Development; the course is no longer accepting enrollments on Udemy. I was very happy with the result of the project (it was a bit difficult while I was developing it, but it was all worth it :)

(P#027) "Zeact Native - React Native App (Android + IOS)"

- Start Date: September 2021
- End Date: October 2021
- Category: Personal/Learning Project
- Link to Project: <https://play.google.com/store/apps/details?id=com.zaions.zeactNativeApp>
- Role: React Native Developer
- Summary:
 - After learning ReactJS, the next thing I learned was "React Native." I completed the "React Native - The Practical Guide" course by "Maximilian Schwarzmüller" on "Udemy". After completing that course, I created this project. I added all the apps I created while completing that course in one React Native App, added a few more sub-apps in it, and bundled that as one React Native app developed using Expo CLI. I also learned and developed a few apps using React Native CLI. The sub-apps included in this React Native App are "Guess the Number App," "Meals Categories App," "Places App with Google Maps feature," "Shop (E-commerce) App with Camera Feature," and a "Tinder Card Swiper Animation App." I created the project, bundled a Native Android app from it, and published it on Google Play Store.

(P#026) "Invoice Management App"

- Start Date: August 2021
- End Date: October 2021
- Category: Professional/Work Project
- Link to Project: <https://invoice.thespecialsomething.com>
- Role: Laravel & VueJs Developer
- Summary:
 - Online web app where users can create and manage invoices they have sent to their clients. The client asked me to create this product. I created this project using "Laravel with VueJS frontend." I created the backend logic in Laravel, created Restful APIs dev, eloped the App frontend in VueJS, and connected the backend APIs to the frontend App. For this App, no Admin panel was requested. Only a user dashboard was requested where users can easily see the clients they have added to their account and invoices they have created and charged so far. I also developed the PDF export feature, which allowed users to export their invoices in PDF format and send them to their clients for further processing.

(P#025) "Tile Vania - 2d Unity Game"

- Start Date: July 2021
- End Date: July 2021
- Category: Personal/Learning Project
- Link to Project: <https://aoneahsan.itch.io/tile-vania>
- Role: Unity 2D Game Developer
- Summary:
 - "Tile Vania," a 2D Unity Game I developed after I learned Unity 2d game development. It was the first complete UnityUnity 2D game with gameplay from start to end. I created it using Unity, and it was a very fun project. As I added character movement using Unity's new input system, enemies in the game, shooting ability for the player, sound effects, animations, particle effects, game manager, different screens, player score, health system, and much more in this game. It took me some time to finish the project, but it was worth it. I still sometimes give it a play for a few minutes, and I might add more floors in this game once I get back to this project. For now, it's available on my "itch.io <https://aoneahsan.itch.io>" account so that you can play it there. Do let me know your feedback. I love to hear what you think.

(P#024) "Complete C# Unity Game Developer 2D"

- Start Date: May 2021
- End Date: June 2021
- Category: Personal/Learning Project
- Role: Unity 2D Game Developer
- Summary:
 - Learning has always been my passion (I learned not because I needed it or it was required for some job/task; I learned because I like to learn). I wanted to create a game of my own, so I started learning "Game Development." I checked, and there were two main giants (at least what I was about to find at that time in the game market, "Unity" and "UnReal Engine"); I chose Unity and started learning it. So far, I have only learned "Web and Mobile App Development," so it was a whole new experience for me. The "game world," the "game physics," "collisions," "animations of charactors and objects," and "visual effects" I'm not sure why, maybe because I had a web/mobile development backend, it seems very easy for me to work in Unity like if you want to move an object apply rigid body, collider, input script and provide a surface to it. There you have it (doing the same thing in "Javascript" might have caused me a headache :), yes there were many difficult concepts as well, like coroutines, IEnumerable, and many more, but still, it was very interesting for me (as I was able to make objects move, float, dance, speak and more), learning Unity was one of the most fun things I did so far in my development career, so after learning Unity 2D from "GameDev.tv Team" I created the projects they taught me in the course and a few other projects. Then, I started with the Unity 3D development course.

(P#023) "QR Code Scanner - Scan Sproxil"

- Start Date: April 2021

- End Date: May 2021
- Category: Professional/Work Project
- Link to Project: <https://scan.sproxil.com>
- Role: Angular 2 & Laravel Developer
- Summary:
 - The client had a product called "Sproxil," and he needed an online web app where users could scan and verify their purchase (that the product they have bought is original and not a fake copy). He requested that I create a web app for him. I created a SPA (single page app) with PWA (progressive web app) features for him using "Ionic Framework + Angular 2 + CapacitorJs." For the backend, I used "Firebase Real-time DB." I added two main features to the application: "QR Code Scanner" and "QR Code generator." On the "QR Code Scanner" page, I accessed the user device camera to get a picture/image of the QR code and show a verification screen based on the result of an API call (if the API backend recognized the code, it returned success; otherwise, failure), and on "QR Code Generator" page the admin could create QR code for any product ID he needed. I also created Android and IOS mobile apps using the code base and published them on the Play Store.

(P#022) "Freelancer Platform Admin Panel"

- Start Date: June 2020
- End Date: April 2021
- Category: Professional/Work Project
- Role: Laravel & VueJs Developer
- Summary:
 - for the admin panel of the project "Freelancer Platform Web App," I used "Laravel + VueJS + Vuexy (Premium Vue Theme)". I developed admin panel modules for all the frontend modules: "Gigs, Orders, Messages, Users, Roles, Permissions, Chat, Purchase History, Milestones, Frontend Pages Data and more." The best part of this admin panel was its full dynamic nature in roles and permissions, meaning a super admin could create custom roles and assign them any permissions they liked and based on that when that admin panel user logs into the admin panel of the App they would only see the modules/pages/components whose permissions they had making it one of a kind experience. The client was very impressed with this feature of the admin panel.

(P#021) "Freelancer Platform Web App"

- Start Date: May 2020
- End Date: April 2021
- Category: Professional/Work Project
- Link to Project: <https://freelancer.zaions.com>
- Role: Angular 2 & Laravel Developer
- Summary:
 - The client requested a clone of "Fiverr" with some features from "Upwork" and "Freelancer" websites. I developed the project front in Angular 2 (the latest version at that time). The client bought a template developed using "HTML5, Bootstrap 4, SCSS, and CSS" and provided that to me for website design. I used the components from that template, converted them to Angular components, and used them on the website. For the backend, I developed the web app backend in "Laravel (the latest version at that time)," and for the Database, I used "MySQL." I created Restful APIs in the backend, which I used in the front end to add the required functionality to the App. The main modules I developed in the App were "Gigs, Users, Roles, Permissions, Orders, Subscriptions System, Online Payment using Paypal, Reviews, Milestones and work submission module, Chat, Messages, Notifications and Frontend Content Management (mean I created pages in backend Admin panel for admin to control and add dynamic data in frontend pages (home page, privacy, terms, contact, about us etc pages directly from backend)). It was a large, difficult project, and it took me much time (around 1 year to complete this whole project (Frontend, Backend APIs, and Admin panel), but the result was all worth it, and it was a huge success).

(P#020) "Cryptbids - Web App (SPA) - Laravel + InertiaJs + VueJS"

- Start Date: January 2021

- End Date: March 2021
- Category: Professional/Work Project
- Role: Laravel, InertiaJs & VueJs Developer
- Summary:
 - The client requested a website where users can buy and sell crypto coins; he asked me to make a clone of his competitor's website. I completed the project using "Laravel, InertiaJs, and VueJs." With the help of "InertiaJs," I was very easily able to complete this project as I was not required to create APIs in laravel and handle them in VueJs frontend using "Axios or other fetching client." I was able to call Laravel controller functions (APIs) directly from VueJS files (using inertiaJs) just as we call Laravel routes in blade templates. I completed the whole project and created a clone of the competitor's website for the client, as he requested, and finished the project.

(P#019) "Node Web App"

- Start Date: October 2020
- End Date: November 2020
- Category: Personal/Learning Project
- Role: NodeJs & ExpressJs Developer
- Summary:
 - After "Laravel," the next backend technology I learned was "NodeJS" with "ExpressJs" and "MongoDB" as the Database (before this, I used "MySQL" and "Firebase Real-time DB" in many other projects). I completed the "NodeJS - The Complete Guide (MVC, REST APIs, GraphQL, Deno)" course by "Maximilian Schwarzmüller" on "Udemy," and after completing that course, I developed this project. I used "EJS Templates" for the front of the web app, and for the backend, I used "NodeJs with ExpressJs" for the Database, and I used "MongoDB." While taking this course, I created GraphQL APIs and Restful APIs using "NodeJs and ExpressJs," and I used "MongoDB and MySQL" as databases for the projects. It was very fun and encouraging learning a new backend technology (as I already knew the concepts and had backend experience in laravel, it was easy for me to understand NodeJs quickly).

(P#018) "Vue - The Complete Guide" | VueJs course from Udemy

- Start Date: July 2020
- End Date: August 2020
- Category: Personal/Learning Project
- Role: VueJs Developer
- Summary:
 - After "ReactJS" I got the course on "VueJS" and completed that because, at that time, all the concepts were very clear to me about components, state management, and redux (well, for "vuejs" I used/learned "vuex," but the concept/working of it was same, just as for angular2 I used "ngrx," once you learn and understand one it's very easy to learn and understand other two (and similar other libraries and frameworks), that's why I continued and learned VueJs after learning ReactJS, and it was very interesting). I completed/created all the projects which were shown in the course on my own. The way I learned vuejs and courses after this was that I started a video and finished it to the end (and for test videos, I just viewed the result, which was required) and completed the practical all on my own without re-watching the video or viewing the solution of the test. one other main reason for learning VueJs was because it was very in, in the laravel ecosystem. I was very impressed with the "Laravel + InertiaJs + VueJs" stack, as their main selling point was that you do not need APIs. You can still get a SPA (single page app); so far, I have only worked with ReactJs, Angular2, Ionic, and NativeScript, and for all these, I require APIs (Restful or GraphQL) from the backend. I was very curious about this, so I learned VueJs and created a personal/learning project using "Laravel + InertiaJs + VueJs," it was interesting to understand how it worked; after that, I developed a few professional/work projects using this technology stack.

(P#017) "COIN PAYED"

- Start Date: March 2020
- End Date: May 2020
- Category: Professional/Work Project
- Role: NativeScript Developer

- Summary:
 - Coin Paid is the first of its kind (coin-based) wallet service that integrates with multiple mobiles and web-based applications to provide them with a new payment solution. The client needed a website and a Mobile App (Android and IOS Native Mobile App). I developed the project using "NativeScript" (it was the first professional project I developed using NativeScript after learning it). It was a great experience; the client had a great design sense and provided me with the App designs. I used these and developed the App using "NativeScript + Angular 2". For performance, I used "Lazy loading" and "Code Splitting." I generated a signed APK of the App and provided that to the client, who was then placed for use on the client's website.

(P#016) "Zaions Listing - Web App (PWA (Progressive Web App))"

- Start Date: February 2020
- End Date: February 2020
- Category: Personal/Learning Project
- Link to Project: <https://play.google.com/store/apps/details?id=com.zaions.zaionslisting>
- Role: Ionic & Angular 2 Developer
- Summary:
 - After Learning Angular 2 and NativeScript, I started learning "Ionic Framework" with "CapacitorJs." I completed the "Ionic - Build iOS, Android & Web Apps with Ionic & Angular" course by "Maximilian Schwarzmüller" on "Udemy." I created this project after completing that course. After this, I developed many professional projects using "Ionic Framework" with "Angular 2/ReactJs" for clients and companies. I was able to create a "Web App + Android and IOS Hybrid Mobile App" using one code base. It was much easier compared to "NativeScript." It had many more options due to "CapacitorJs" like "Deep Links," "Camera API," "Share API," "Google Maps / Geo Locations API," and much more.

(P#015) "Sigmapk"

- Start Date: January 2020
- End Date: February 2020
- Category: Professional/Work Project
- Link to Project: <https://sigmapk.com>
- Role: WordPress Developer
- Summary:
 - The client requested an "E-Commerce" website to sell their products online. I developed the website using "Premium Electro WooCommerce Theme" in WordPress. I customized the theme/functionality according to the client's needs. The client requested a custom "Cart and Checkout" experience, so for that, I have to customize the "Woo-Commerce" plugin according to the client's requirements. The project was completed successfully and deployed on time.

(P#014) "PNY Advertising"

- Start Date: December 2019
- End Date: January 2020
- Category: Professional/Work Project
- Link to Project: <https://pnyadvertising.com>
- Role: WordPress Developer
- Summary:
 - it's a web/advertising services providing company. I developed their website using "Wordpress Premium Avada Theme Fusion Builder." Deployed that on their shared hosting cpanel and configured their domain for the website. The main features I developed for the website were pixel-perfect design (according to the provided design file) using the "Fusion Page Builder Plugin." For some screen sizes, I had to write custom CSS Media Queries to adjust the elements on the screen. Added contact forms and newsletter to the website and fixed all on-page SEO issues. Due to the proper SEO, the website receives 1000 plus organic users monthly (web traffic).

(P#013) "Pita"

- Start Date: October 2019
- End Date: November 2019
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - PITA aims to provide a platform for IT Professionals to enhance their knowledge, & get more work opportunities. I created its website using "WordPress Divi Premium Theme," made the website SEO-friendly using the All-In-One SEO plugin, added contact forms using "The Contact Form 7" plugin, added 2FA verification on the login page using the "Wordfence Security Plugin," added "Google re-captcha (recaptcha)," added the office location using "Google Maps" in the website. For easy user guidance, I added a real-time chat modal in the website using the "Tawk. To Live Chat" plugin. I deployed and set up the website on the client's CPanel/hosting and configured a subdomain for the project under the client's primary business domain address.

(P#012) "Burger Builder - ReactJS App"

- Start Date: October 2019
- End Date: November 2019
- Category: Personal/Learning Project
- Role: ReactJs Developer
- Summary:
 - after learning "Angular 2," the next frontend technology I learned was "ReactJS" as I already learned all the concepts in Angular 2, like components, routing, State management, form management, persistent-memory/localstorage, authentication in an SPA, API handling, so it was very easy to learn "ReactJS" after that (as I have to learn the syntax and memorize the name of functions which were available in ReactJS). I completed the "React - The Complete Guide (incl. React Router & Redux)" course by "Maximilian Schwarzmüller" on "Udemy." After completing that course, I created this project using "ReactJS" functional components and react hooks. I did learn the class-based components/programming in reactjs as well. However, for a final project, I decided to complete it in "functional components" as it was modern.

(P#011) "Live PNY Trainings"

- Start Date: August 2019
- End Date: October 2019
- Category: Professional/Work Project
- Role: Angular 2 & Laravel Developer
- Summary:
 - It was a re-development of the "PNY Trainings Old (Custom PHP) website." The main problems they were facing there were website speed and user experience (UX). To solve this problem, I developed the website frontend using "Angular 2 (latest version at that time)" with the backend in "Laravel + PHP + MySQL (Restful APIs)." I used "Angular Material UI" to provide the best UI/UX to users; the speed of the frontend website loading time was around 1 second (the client was very pleased with the loading time and overall look and feel of the website). To achieve that speed, I used "Lazy Loading," "Code Splitting," and "Caching of important APIs and Static files." The Angular Material UI was already fully responsive and highly adaptable. However, for a few screen sizes, I had to add some custom "CSS Media Queries" to adjust the UI elements to make the UI look good at these points. For API testing and documentation, I used "Postman" (created a workspace in Postman and tested that all the APIs were working as needed).

(P#010) "Onajah"

- Start Date: July 2019
- End Date: October 2019
- Category: Professional/Work Project
- Role: Laravel/PHP Developer
- Summary:
 - The client asked for a web app where users can purchase recorded video courses and learn new skills by watching them (I was asked to clone the features of Udemy). I developed the whole

project using "Laravel, PHP, Blade Templates, Scss, JQuery, Javascript, Bootstrap and a few other packages/tools". The main modules/features I developed for the website were "Users, Roles, Permissions, Courses, Lectures, Course Categories, Subscriptions, PurchaseHistory, and Chat". For role and permissions, I used "The Laravel Permissions Package along with Gate policies." I also created APIs (for third-party use) so users will be able to get their account data and public info from "Onajah" using APIs provided by us with an "Access Token," which they can generate from their "My Account" page. I created a complete custom Admin Panel for admin users so they can manage/add/edit/remove App users/courses/course categories and lectures and assign respective roles/permissions to other users. The stack holders were very impressed with the delivered product. They created/added more than 10 courses on the website in the first month and started with their sales/advertisement.

(P#009) "Customer Relationships Management (CRM) System"

- Start Date: June 2019
- End Date: September 2019
- Category: Professional/Work Project
- Role: Laravel/PHP Developer
- Summary:
 - the client needed a fully custom CRM (Customer Relationships Management) to manage their "Students, Employees, Courses, Batches, and Instructors." I developed the whole project using "Laravel, PHP, Blade Templates and MySQL." The main modules/features I developed in the project were "User Management, Employee Management, Courses Management, and Batches Management." for the reports module, I used "ChartsJS." I created charts showing the data in the system to admin users. For security, I added "One-Time-Password (OTP) confirmation using Emails" of the users for sensitive/important/destructive actions. The staff work efficiency improved by 50% after we implemented the system, student satisfaction increased by 46%, and the complaints (about poor management) rate was reduced by 57%.

(P#008) "Boss Pakistan"

- Start Date: April 2019
- End Date: June 2019
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - "Boss Furniture Pakistan" is one of the main industry leaders in Pakistan's furniture industry. It was a big project as they requested many features with complete responsiveness, cross-platform-ability, performance/speed, and security (due to online purchase). I started the project in wordpress and completed the main functionality of the website first (online shopping using "WooCommerce", Newsletter, Contact Forms, Social Chat, Live Chat, User Management, and other requested features). Once I completed that, I started with the SEO, responsiveness, cross-platform-ability, and security testing. The final score we delivered was for SEO; it was 100% on-page SEO, a 100% fully responsive website, and a fully cross-platform compatible website with secure online purchases. They sold more than 2000 units in a month with our delivered website.

(P#007) "Agile Falcon Strategy Group"

- Start Date: February 2019
- End Date: March 2019
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - Agile Falcon (AF) Strategic Group offers services in the areas of business development and management consulting across widely different sectors of industry. They requested that we create a website for their brand. I developed the project using WordPress. As their requirements were very specific and they needed a custom UI(user interface) design, I developed a "Custom Theme" according to the provided design. Their main concern was that "users should be able to access our website from any device." I put extra effort into testing the website on different devices and browsers/platforms. I got a 100% cross-platformability score. The load time of the website was less than 3 seconds.

(P#006) "ZAFF Trends"

- Start Date: January 2019
- End Date: February 2019
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - "ZAFF Trends" was a news website; the client wanted a website where they could easily add daily news, have a newsletter subscription system in place, and manage site users, all while having a high-performance and secure website. I developed the whole project, created a complete Custom WordPress Theme for the website, added the functionality using ACF Pro and Elementor theme builder, and ensured the website was SEO friendly using Yoast SEO plugin; for the speed, I optimized the website JS, CSS, and asset files and added the required cache headers and expiration headers for these files. The loading time of the website (with a lot of dynamic data on the home page) was less than 3 seconds, the website was fully responsive, and the client was happy with the result.

(P#005) "Furniture City"

- Start Date: November 2018
- End Date: December 2018
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - The website was for a famous Furniture store named "Furniture City." The website was previously developed using "Open Cart." I was first assigned to fix the issues on the website, but then, when the client saw my recent work, they asked us to redesign their website. I redeveloped the whole website in wordpress. To speed things up, we used a popular WordPress Premium theme. I first customized that theme according to the design of "Furniture City branding." After that, I added the missing functionality to the theme using custom PHP and JQuery. I also added the WooCommerce plugin to the website, allowing users to place their orders directly from the website. The performance of the website improved by about 90% (90% less loading time compared to the old "Open Cart" website), and the sales of the store increased by 58%; it was a huge success.

(P#004) "ZAFF Prints"

- Start Date: October 2018
- End Date: November 2018
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - this website was for a printing store for our client "ZAFF" (we developed a few other projects for this client later on). Their main specialty was "Printed Mugs," "Printed T-shirts," and "Custom Cards." The main requirement for this project was online shopping functionality and a fully responsive and user-friendly UI/UX (user interface/user experience). I completed this project by creating this website using WordPress with a Divi Premium theme. I added the online shopping functionality using the "WooCommerce" plugin. They sold 100+ units in one month using the online store we created for them.

(P#003) "Brands To Home"

- Start Date: August 2018
- End Date: September 2018
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - The client requested customizations for his WordPress website, which was developed using WPBakery builder. The customizations were adding contact forms to the website, I used "Contact Form 7" for that, a newsletter for users to subscribe to, adding a Social chat floating

button in the website using custom PHP and JQuery, and fixes for a few other functionality and UI(user interface) bugs in the projects.

(P#002) "Old Fashioned Events"

- Start Date: May 2018
- End Date: July 2018
- Category: Professional/Work Project
- Role: WordPress Developer
- Summary:
 - Developed this completed website (frontend using HTML5, CSS/SCSS, JavaScript, JQuery), then used that as a theme template for the WordPress website and developed that completely using ACF (Advance Custom Fields) Pro and custom PHP. Alongside this, I worked on and fixed bugs (UI issues, logic issues, and new feature requirements) in other projects that were assigned to me.

(P#001) "Anaesthesia Services"

- Start Date: February 2018
- End Date: April 2018
- Category: Professional/Work Project
- Role: Frontend Developer
- Summary:
 - Developed the front of this website using "HTML5, CSS, Javascript, Bootstrap 4, and JQuery. It was then used as a template, which was converted into a WordPress custom theme. Alongside this, I worked on the front end of other website projects which were assigned to me.