Zohaib Ahmad Khan

dev.zohaib.work@gmail.com |zohaib.codes | github.com/napstar-420

Skills

Languages/Frameworks: JavaScript, TypeScript, React JS, Next.js, Vue.js, Node.js, Nest JS, MySQL, MongoDB, Knex JS, Prisma ORM, Drizzle ORM

Tools/Technologies: Git, GitHub, VS Code, Docker, AWS, Linux, Slack, YouTrack, Trello

Experience

Software development Engineer, Freedom – Los Angeles, USA   April 2023 – August 2024

- Designed and developed key features for the platform, including a real-time in-app notification system (with database schema) and dark mode for enhanced user experience.
- Integrated cross-app functionality, enabling seamless synchronization of user-uploaded images between apps, ensuring fallback images and privacy controls for consistent user experience.
- Enhanced photo app performance by implementing image optimizations (thumbnails and full images), introducing lazy loading and background image preloading, leading to a faster and more responsive user experience.
- Optimized the photo app's database schema through normalization, improving data integrity, and reducing unnecessary data redundancy.
- Created and optimized tagging systems, including supertags for admin users and a redesigned user-generated tags system, improving content organization and user engagement.
- Collaborated with the CEO (client) to gather requirements and provided weekly progress updates on new features, ensuring alignment with business goals.
- Managed the staging environment, ensuring smooth deployment and testing of new features before release.
- Collaborated with the CEO (client) to gather requirements and provided weekly progress updates on new features, ensuring alignment with business goals.

Frontend developer, Plotano – Lahore, PK   November 2022 – April 2023

- Developed a real-time, online multiplayer web game (Wordfall) from scratch, using HTML, CSS, JavaScript, and Pixi.js to create the game mechanics, animations, and user interface.
- Implemented key gameplay features, including word typing mechanics, score multipliers, life system, and a leaderboard tracking top players' scores and stats.
- Designed and developed the multiplayer functionality using Socket.io, ensuring smooth real-time interaction between players and resolving network synchronization issues.
- Overcame real-time synchronization challenges, adjusting backend logic to resolve race conditions and ensure accurate scoring between users typing the same word simultaneously.
- Developed a loading screen to enhance user experience, providing visual feedback while assets were being cached for smoother gameplay.

Projects

Sharemint   share-mint.vercel.app

- Developed Sharemint, a secure image-sharing web app, using Next.js, Drizzle and Neon for database management, and Shadcn for UI components, while styling the interface with Tailwind CSS.
- Allowing users to upload and share images with features like download limits and time-based access restrictions for enhanced user control.
- Implemented password protection functionality, granting a JWT token upon successful authentication, stored securely in an HTTPS cookie, and valid for a short duration to enhance security.

Education

College – FSC in Pre-engineering   Jan 2022
School – Matriculation in Science   Aug 2017