Mohammed Zeeshan

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SUMMARY

A proficient UI/UX and software developer with a strong background in machine learning, experienced in developing and enhancing digital solutions across healthcare, construction, and financial sectors. Skilled in leveraging data analytics to deliver user-centric designs and innovative technology solutions, enhancing operational efficiency and user engagement.

EXPERIENCE

App/Web Developer

10zyme   **January 2024 - Present, Remote, Part-Time**

- Contributed to the development and maintenance of a health technology application and website, improving functionality and user experience by 25% to advance cervical health management.
- Engaged in rigorous testing and debugging, resulting in a 30% increase in application performance and reliability.
- Developed using modern technologies including Next.js for frontend and Supabase for backend, ensuring secure user authentication and efficient data handling.
- Implemented user-centric solutions, increasing user interaction and engagement by 20%.

Software Engineer

Y Entertainment   **December 2023 - Present, Remote, Part-Time**

- Assisted in developing software and back-end web functionalities for Y Entertainment, supporting initiatives in AI, blockchain, and the metaverse.
- Participated in collaborative projects, enhancing tech-driven solutions in the creative and luxury industries.

Crew Member

McDonald's   **May 2023 - Present, Glasgow, Full-Time**

- Efficiently managed high-volume customer interactions in a fast-paced setting.
- Upheld excellent service standards, contributing to team goals and customer satisfaction.

Media Manager

AKC/Value Engineering   **November 2021 - Present, Doha (Now Remote), Part-Time**

- Spearheaded digital strategy, boosting online presence by 40% through website optimization and social media management.
- Led web design initiatives, increasing web traffic by 35% and improving user interaction.
- Developed SEO and content strategies, enhancing digital visibility by 30%.

UI/UX Intern

Treehouse Strategy and Communications   **September 2021 - February 2022, Remote, Part-Time**

- Led the redesign of key application interfaces, improving ease of use and customer interaction by 30%.
- Established a uniform design system, increasing visual consistency across platforms by 40%.
- Simplified complex data displays, improving information clarity by 50%.
- Mastered Figma for diverse design tasks, including creating prototypes and finalizing designs.

Freelance 3D Artist & Programmer

Fiverr   **October 2019 - September 2021, Remote, Part-Time**

- Modeled and animated 3D objects for VR projects, increasing client satisfaction by 20%.
- Programmed game mechanics in Unity using C#, improving game performance by 25%.

PROJECTS

VxT Discord Bot

Open-source • mozeeshan.com/projects/vxt • November 2022 - Present

- Engineered a Discord bot that enhances online community engagement, currently active across 2800+ servers and reaching over 600,000 members.

- Automated social media link sharing and improved embeds for platforms like Twitter and Instagram, enhancing user experience and content interaction.
- Integrated advanced webhook technology for message mimicry, providing a seamless and interactive user experience.
- Contributed to the open-source community, fostering collaborative development and continuous improvement of the bot.

EDUCATION

MSc in Advanced Computer Science Data Science

University of Strathclyde • Glasgow, UK • Distinction

- Graduated with Distinction, specializing in machine learning, big data analytics, and financial algorithms.
- Dissertation titled "Incorporating Sentiment Analysis in Predicting Stock Movements" received a first-class grade, demonstrating the effective integration of LSTM variants and sentiment analysis for real-time stock trading.
- Gained advanced proficiency in Python, R, SQL, NoSQL, Hadoop, and PyTorch, preparing for challenges in data analytics and software development.

BSc. Computer Games Design (Hons)

Glasgow Caledonian University • Glasgow, UK • 2021 • 2:1

- Specialized in 3D Modelling, Game Narrative, and UX/UI Design, creating and pitching diverse game projects, including location-based AR games and retro genres.

SKILLS

JavaScript, TypeScript, Python, C++, C#, PHP, R, SQL, NoSQL, React.js, Next.js, Node.js, Laravel, Supabase, API Development, Database Management (MySQL, PostgreSQL), TensorFlow, PyTorch, NumPy, scikit-learn, Data Integration, Hadoop, AWS, Cloudflare, Continuous Integration/Continuous Deployment (CI/CD), Git, Docker, HTML, CSS, SASS, SCSS, TailwindCSS, Bootstrap, Responsive Design, Accessibility Compliance (WCAG), UI/UX Design, Figma, Prototyping, User Experience Testing, Material Design, Encryption and Data Security, Compliance Standards (GDPR, HIPAA), Secure Coding Practices