

Mustafa Imran Afzal

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EDUCATION

Lahore University of Management Sciences: BS Computer Science

August 2019 – June 2023

Key Courses: Software Engineering, Human Computer Interaction, Machine Learning, Deep Learning, Data Science, Network Security, Computer Graphics, Entrepreneurship.

Karachi Grammar School: A-levels (Computer Science, Mathematics, Physics, Economics)

August 2017 – May 2019

PROFESSIONAL EXPERIENCE

Techlogix – Software Engineer

June 2023 – Present

- Developing a banking application for 1M+ corporate and retail users, implementing the Oracle OBDX end-to-end enterprise banking solution.
- Full-Stack development using Java and JavaScript (knockout.js)
- Using tools like Jenkins, SonarQube and Logstash for efficient and measurable development.
- Using advanced git techniques to integrate features with production-ready code.

Hashmove – Software Development Intern

June 2022 – July 2022

- Created a Notifications Center for 900+ Service Provider and Enterprise users using the Angular framework.
- Implemented lazy loading and fully responsive web pages using Typescript, Bootstrap, and Scss.
- Designed UI components such as a Warehouse/Train Activity Tracker and Task List.
- Prepared a Competitor Analysis to assess the local and international markets for logistics platforms.

Microsoft – Intern

June 2018

- Compiled a report on the state of Artificial Intelligence in Pakistan by researching about local software houses and start-ups.
- Performed a training session in the capacity of Technical Intern as per the Microsoft System.

RESEARCH & PROJECTS

Hitcherr – Senior Year Project

September 2022 – May 2023

- Developed a ridesharing mobile app using Flutter and Firebase alongside with an Admin web portal using React.
- Followed software engineering industry standards such as thorough documentation, and automated testing.
- Implementation of the Google Maps API to track rides and calculate fares.

Moola – Animal Marketplace Website

January 2022 – May 2022

- Collaborated with students to create an animal marketplace application using the MERN stack.
- Following Agile methodology by creating subsystems in sprints while tracking progress using Trello.

BodyMind – UI/UX Design

September 2021 – December 2021

- Used design tools such as Figma and Canva to create a fully functional prototype for a mental health application following material design components.
- Followed a user-centered design process which incorporated field work such as interviews, focus groups and surveys to influence our design decisions.

Play-On – Video Sharing Website

November 2021 – December 2021

- Full stack development with Python's Flask web development framework.
- Focus on backend development creating APIs to interact with a MySQL database and running raw SQL queries to manage data flow.

LEADERSHIP & EXTRA-CURRICULARS

KGS Student Council – Deputy House Captain

September 2018 – June 2019

- Led a house of 250+ students through assembling, motivating, and training various teams.
- Organized main school events such as awards ceremonies and cultural events.
- Prevented public team spirit events from spiraling out of control while balancing between favoring the school's reputation and allowing students to express themselves.

SKILLS & INTERESTS

- **Skills:** Python, C++, JavaScript, Java, Figma, HTML/CSS, React, Angular, MySQL, Flutter, Typescript, Tailwind, OracleDB, Jenkins
- **Interests:** Football, Basketball (LUMS Basketball Team), Golf, E-Sports.