

Ahnaf An Nafee

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Skills

Programming (Python, TypeScript, JavaScript, Kotlin, Java, Jest, Detox, TypeScript, JUnit, Selenium, PostgreSQL, MySQL, WebGL, C#, C, C++, Haskell, GLSL, HLSL, SQLite)

Tools & Frameworks (React Native, SpringBoot, Node.js, React, JIRA, Android Studio, Xcode, GitHub, Postman, AI, ML, AWS [ECS, EC2, SNS, SES, Route 53, RDS], Firebase, PostgreSQL, Lambda, Cloud Formation Stack, Docker, WebSocket Integration, ERM, Microservice API, OAuth, Unity, Unreal Engine)

Professional Experience

Software Engineer, Dynasty 11 📄 Sep 2021 – Present | Wayne, PA

- *Optimized* existing **React Native** codebase to **improve stability, reduce memory usage and enhance user experience**, resulting in a **40% increase in mobile performance** within 3 months
- *Led* the backend migration to **AWS**, and implemented **ELB** and **Auto Scale Groups**, resulting in an **80% reduction in application load and costs**
- *Streamlined* build and deployment process by implementing automated **CI/CD** using **GitHub Actions** and **Maven**, resulting in an **85% reduction in manual work** and **improved reliability** through **Serverless Lambda** monitoring functions
- *Implemented* a custom **Axios API** interceptor for seamless **CRUD** and **JWT token management**, improving **security and scalability**
- *Engineered* **Java** service integration for **STOMP WebSockets** to enable in-app chat functionality, enhancing user engagement and experience
- *Integrated* third-party services and **OAuth services** with over **20+ RESTful endpoints**, contributing to the development of a **scalable**, user-facing application and **increasing user engagement**

Technical Programmer Co-op, PHL Collective 📄 Mar 2021 – Sep 2021 | Philadelphia, PA

- *Integrated* and *scripted* versatile game managers to streamline future design processes and **improve efficiency**, resulting in a more **efficient and effective workflow** for the development team
- *Developed* **parameterized shaders** with multiple variants for general stylized usage for **DC's Justice League: Cosmic Chaos**, enhancing **visual aesthetics and appeal**
- *Worked* closely with the Art team to improve workflows and create simpler, **customizable shaders**, improving **collaboration and productivity**
- *Conducted* **integration** and **stress testing** on WIP games, identifying and reporting any issues in a developer-friendly format using **Mantis**
- *Coordinated* closely with the design team to identify problematic areas and **created relevant test cases**, ensuring the **quality** and functionality of the final product

Projects

PostScript Preview, Extension Developer 📄 Oct 2021 – Present

- *Developed* an **open-source extension** for Visual Studio Code to preview EPS and PS files using TypeScript
- *Resolved* user issues and **released updates**, resulting in over **2000+ downloads** on the VS Marketplace
- *Expanded* extension functionality to support all platforms, providing a **seamless and engaging user experience**

Checkers Party, Game Network Engineer 📄 Oct 2020 – Dec 2020

- *Integrated* **cross-platform multiplayer functionality** using the Photon Engine
- *Implemented* **load balancer net code** for player rooms to **improve performance**
- *Designed* a user interface based on **Figma** prototype
- *Engineered* smooth GameObject animations for **enhanced user experience**

Education

BS in Computer Science, Drexel University 2018 – 2022 | Philadelphia, PA

Concentration in Artificial Intelligence, Game Programming and Development

Honors: *magna cum laude*