

MD. EMMANUL HAQUE

ASSOCIATE ENGINEER

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🌐 Emmanul-git

📄 Emmanul-in

SUMMARY

Dedicated to providing exceptional service to the company and its clients by applying extensive knowledge and expertise, and thrives in challenging and motivating environments. Committed to working collaboratively with team members to deliver high-quality results. Excellent preparation for this role comes from prior front-end development expertise, and efficiency as a full-stack developer is ensured by having back-end development skills.

EDUCATION

UNIVERSITY OF ENGINEERING AND MANAGEMENT

B.TECH IN COMPUTER SCIENCE
2018 - 2022 | Jaipur, Rajasthan
CGPA: 8.02 / 10.0

VIVEKANANDA MISSION HIGH SCHOOL

HIGH SECONDARY SCHOOL
2017 - 2018 | Panskura, West Bengal
Percentage: 60%

JULIEN DAY SCHOOL

SECONDARY SCHOOL
2015 - 2016 | Kolkata, West Bengal
Percentage: 76.2%

SKILLS

PROGRAMMING

JavaScript | Java | CSS | HTML | C++ | C# | Python

LIBRARIES/FRAMEWORKS

JQuery

DATABASE

SQL

TOOLS/PLATFORMS

Git | VS Code | OOPs | MySQL Workbench | Eclipse |
Netlify |

CREDENTIALS

META | COURSERA

Introduction to **Front-End Development** [↗](#)

SIMPLILEARN

Introduction to **HTML** [↗](#)

DUKE UNIVERSITY | COURSERA

JAVA: Solving Problems with Software [↗](#)

JAVA: Arrays, Lists, Structured Data [↗](#)

NPTEL

The Joy of Computing using **Python** [↗](#)

LINKS

→ <https://github.com/Emmanul-Haque>

→ <https://www.linkedin.com/in/emmanuhaque/>

EXPERIENCE

HARMAN CONNECTED SERVICES | FULL-TIME

ASSOCIATE ENGINEER (JAVASCRIPT | HTML | CSS)

MAR 2022 – APRIL 2023 | Bengaluru, India

- Developed and maintained responsive web applications using JavaScript, HTML, and CSS, **achieving a 20% improvement** in page load times and ensuring cross-browser compatibility.
- Collaborated with **cross-functional teams** in an Agile environment to define, design, and implement new features, leading to a **15% increase in user engagement** and satisfaction.
- Utilized modern **JavaScript frameworks** and libraries, conducted code reviews, and resolved front-end issues, **reducing bug reports by 25%** and enhancing overall **application stability**.

GAMEEON STUDIOS | INTERN

GAME TESTER (UNITY 3D | C#)

Jul 2021 - Oct 2021 | REMOTE

- Conducted **gameplay testing** and **bug reporting**: Used Unity 3D and C# to identify and document software defects, contributing to a **15% increase** in user ratings and **10,000 additional downloads**.
- Collaborated on **feature implementation**: Utilized C# in Unity 3D to test and refine in-game mechanics, resulting in a smoother user experience and a **20% reduction in reported bugs**.

PROJECTS

ONLINE E-LEARNING RESPONSIVE WEBSITE

- Application Name: **MASTERJI**
- Software Used - **PHOTOSHOP**, **VS CODE**
- Language Used - **JAVASCRIPT**, **CSS**, **HTML**
[View Project](#) [Source Code](#)

TOURS AND TRAVEL RESPONSIVE WEBSITE UI & UX

- Application Name: **TRAVELOGGER**
- Software Used - **PHOTOSHOP**, **VS CODE**, **AOS Library**
- Language Used - **JAVASCRIPT**, **CSS**, **HTML**, **JQuery**
[View Project](#) [Source Code](#)

ENDLESS RUNNING GAME

- Application Name: **GO CORONA**
- Software Used - **UNITY 3D**, **PHOTOSHOP MIX & BLEND**,
TEXTUREPACKER GUI, **VS CODE**
- Language Used - **C#**
[View Project](#) [Source Code](#)