

FIRDAUS KOSNIN

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SUMMARY

Experienced Full Stack Developer with a focus on back-end technologies, actively seeking a role to leverage expertise in C#, .NET, and API development. My journey, including my studies, has been focused on back-end technologies. Additionally, I have hands-on work experience, making me well-versed in back-end.

WORK EXPERIENCE

Junior Fullstack Developer – NSN Technology

May 2024 – Present

- Developed and maintained dynamic web applications using Angular, incorporating ngx-bootstrap and PrimeNG for UI components and NSwag for client-side API generation.
- Implemented robust back-end solutions with C# .NET and Entity Framework, integrating the ABP Framework (formerly known as AspNet Zero) for advanced object mapping and seamless API interactions.
- Managed a polyrepository architecture for a large-scale project, overseeing C# .NET API, .NET Core, and Angular repositories.
- Created and executed test cases using Bruno to ensure API quality and reliability, leading to accurate and dependable API functionality.
- Implemented performance testing using k6 for .NET APIs, analyzing throughput and latency under heavy load to optimize response times and scalability.
- Automated cross-browser testing using Playwright to ensure Angular frontend functionality and compatibility across multiple browsers, improving user experience and reducing bugs in production.

Full Stack Developer Trainee – TM R&D

October 2023 - January 2024

- Developed a drag-and-drop web application interface with Flask, integrating multiple data science projects into a cohesive platform.
- Designed and implemented a responsive website using jQuery, HTML, and Bootstrap, ensuring an intuitive and visually appealing user interface.
- Collaborated with cross-functional teams to integrate third-party REST APIs, increasing system functionality and data accessibility.

Game Developer Intern – Coder 53

September 2019 - December 2019

- Streamlined user login by integrating Facebook and Google credentials via Firebase REST API, utilizing the .NET framework.
 - Performed quality assurance testing on project software, identifying and reporting multiple critical bugs that could have caused game crashes before release.
 - Guided the development team in reproducing identified bugs, providing detailed explanations of their causes to facilitate resolution.
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PROJECTS

Movies App – React Native

- Developed a mobile app using React Native, leveraging community libraries to expedite development, achieve scalability, and reduce app-building time by 70%.
- Integrated with the IMDb REST API, enabling users to access a comprehensive list of movies directly through the app.

RSS Aggregator – GO

- Integrated third-party REST API to fetch blogs, news outlets, and podcasts based on user follows.
- Integrated PostgreSQL and SQLC for efficient storage and querying of RSS feed data.
- Developed a scheduled task in Go to periodically fetch RSS feeds and process the extracted data.

Library System Management – ASP.NET

- Developed a library management web application using ASP.NET, Microsoft SQL, and jQuery.
 - Designed an intuitive user interface with Bootstrap, Font Awesome, and DataTables.
 - Implemented book management features and admin authorization to ensure security.
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EDUCATION

Talent Labs - Malaysia

Foundation Certificate in Software Engineering (2023)

Management and Science University - Malaysia

Bachelor Game Design (2020 – 2023)

Diploma Game Design (2018 – 2020)

SKILLS

Languages: Python, C#, JavaScript, HTML, CSS, Go, TypeScript.

Library: DOTNET, Entity Framework, AspNet Zero, Angular, Prime NG, NGX Bootstrap, Flask, JointJS, jQuery, React Native, Tailwind CSS.

Databases & Services: MySQL, MSSQL, SQLite, PostgreSQL, Amazon EC2, Amazon S3, Azure Data Factory.