

# Abdullah Tahir

## SOFTWARE ENGINEER

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### PROFESSIONAL SUMMARY

Computer Science student passionate about game and front-end development, blending technical expertise with creativity. Currently working on my FYP, **ARch360**, an AR-based platform to enhance communication in architecture and construction. Remote Software Engineering Intern at FAIR (Football and AI Research).

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### EDUCATION

**FAST-NUCES**

**BS Computer Science**

**Sep 2021 – Jun 2025.**

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### PROFESSIONAL EXPERIENCE

**FAIR(football and AI Research) | Software Engineering Intern**

**Nov 2024 – Present.**

- Developed responsive and user-friendly front-end interfaces using React.js (MERN stack), enhancing user experience and engagement.
  - Led database migration using Python and MongoDB, ensuring efficient and seamless data transfer with minimal downtime.
  - Contributed to REST API development, optimizing backend functionality and ensuring smooth integration, rigorously tested with Postman.
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### TECHNICAL SKILLS

**Frameworks/Libraries**

**Languages**

**Others**

React.js, Node.js, Express, (MERN) Flask, Bootstrap, Tailwind Css  
C#, Python, C/C++, SQL, MongoDB, JavaScript, HTML, XML, JSON, CSS, goLang,  
FastAPI, CI/CD (GitHub Actions)  
Git, Scrum, Debugging, Adobe Premiere Pro, Adobe Photoshop

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### PROJECTS

**ARCH360 | Final Year Project | UnityAR mobile, C#,**

**Jun 2024 - May 2025**

- Developing an AR-powered platform to streamline communication between clients, architects, and construction specialists, enhancing project visualization and decision-making.
- Implementing interactive 3D models and real-time collaboration features to improve project understanding and reduce design misinterpretations.
- Utilizing technologies like Unity, ARCore/ARKit to create an immersive and user-friendly experience.
- Focusing on scalability and usability to bridge the gap between technical experts and clients, ensuring efficient project execution.
- Integrating AI-chatbot and AI agent to help user make customizations to their designs.

**Cric360 – Cricket Scoring App | MERN Stack**

- Designed and developed a dynamic cricket scoring application using the MERN stack, Restful API's to handle server-side logic, delivering real-time score updates and team management features.
- Implemented robust backend logic for match trackin & player statistics, enhancing accuracy and efficiency.