# Muhammad Abdullah Karachi, Sindh, 75500, Pakistan [abdullahmuh2004@gmail.com](mailto:abdullahmuh2004@gmail.com) [LinkedIn](https://www.linkedin.com/in/muhammad-abdullah-60295a288/) | [Github](https://github.com/AbdMuh) SUMMARY

Motivated Full-Stack Developer (ASP.NET, React.js) with a strong foundation in Game Development (Unity, C#), Database Management (SQL), and modern frontend technologies (HTML, CSS, JavaScript, React.js). Skilled in object-oriented programming and experienced in building immersive 2D/3D games, dynamic user interfaces, and database-integrated applications. Proven leadership through managing large-scale events and collaborative  
team projects.

## EXPERIENCE

### MLabs - Summer Program 2024 05/2024 - 08/2024

* Developed beginner and intermediate concepts of Unity Game Development, Game Design, and Game Art
* Successfully developed a full-fledged Android game from scratch during the Summer Game Jam

### Developers Day 2024 - Associate - Guest Relations

National University of Computer and Emerging Sciences, Karachi, Pakistan 04/2024 - 04/2024

* Directed and greeted guests with warmth and professionalism, providing excellent first impressions
* Managed and coordinated volunteers, providing training and continuous feedback to improve performance and ensure high standards of guest service

### PROCOM 2024 - Executive - Participant Relations

National University of Computer and Emerging Sciences, Karachi, Pakistan 02/2024 - 03/2024

* Successfully converted potential attendees into participants through effective communication and persuasion
* Played a key role in winning the **Best Team Award** at PROCOM 2024 through collaborative leadership and operational excellence

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### PROCOM 2025 – Co-Head, Participant Relations

National University of Computer and Emerging Sciences, Karachi, Pakistan 01/2025 - 02/2025

* Co-led and managed a team of **100+ members,** ensuring smooth coordination and task delegation
* Played a pivotal role in earning the **Best Team Award** at PROCOM 2025

## PROJECTS

* Point of Sale Inventory Management System – Java Swing GUI with SQL database integration
* Car Rental System – OOP-based architecture with data structures for internal systems, complemented by Game Systems like linked lists and arrays for data management
* Cyber-Ricochet 3D – Physics-based Android game in Unity with dynamic combat mechanics
* Tile-Vania 2D – Unity 2D platformer featuring smooth controls and creative level design

## SKILLS

* Frontend Development:
* HTML, CSS, JavaScript, React.js
* Game Development:
* Unity, C# scripting
* Backend Development:
* ASP.NET, C#, SQL, PostgreSQL
* Programming Languages:
* C, C#, Java
* Tools & OS:
* Windows, Linux, Git, OOP Concepts
* Soft Skills:
* Leadership, Team Management, Communication, Problem Solving

## EDUCATION

### Cedar College 2020 - 2022 A-Levels Pre-Engineering Subjects: Chemistry(A\*), Math(B), and Physics(B)

### Beaconhouse School System Karachi, Pakistan GCSEs: Pre-engineering Subjects:Chemistry(A), Physics(A\*), Add Math(A), Computer Science(A), Urdu(A), Math(A), Pakistan Studies(B)

## ACHIEVEMENTS

* Star Performer - Developers Day 2024 & PROCOM 2024
* Dean's List - Fall 2023 & Spring 2023
* Special Mention - DMUN V
* Best Character Design - Summer Game Jam 2024

## CERTIFICATIONS

* Complete C# Unity Game Developer 2D - Udemy
* Introduction to SQL - DataCamp
* Intermediate SQL -DataCamp
* Joining Data in SQL - DataCamp
* Tailwind CSS - Scrimba
* HTML and CSS - Scrimba
* Javascript and React.js - Scrimba