ABDUL REHMAN ANTALL

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SUMMARY

Motivated Computer Science undergraduate with hands-on experience in C++, C, SQL, and Assembly Language. Currently exploring web development (ReactJS, NodeJS, ExpressJS) and gaining exposure to AI agents and API usage with Postman. Seeking an internship to apply my skills, contribute to meaningful projects, and continue growing as a computer scientist.

EDUCATION

Bachelor of Science in Computer Science   **2023 -**
National University of Computing and Emerging Sciences (FAST- NUCES), Lahore
- Current CGPA: 3.62
- Dean's List of Honors for High Academic Achievement (2x)

FSC Pre-Engineering   **2021 - 2023**
Government College University, Lahore
- Graduated with 85%

TECHNICAL SKILLS

- **Languages:** C, C++, Assembly Language
- **Libraries & Frameworks:** SFML (Simple and Fast Multimedia Library), N8N AI Agent Platform, ExpressJS, NodeJS, ReactJS
- **Databases:** MSSQL

PROJECTS

Inventory Management System – Full-Stack Web App
- Developed a full-stack Inventory Management System using React.js, Node.js, Express.js, and MySQL to simplify and automate inventory operations. The system included user authentication, product and supplier management, real-time stock tracking, and automated reorder alerts. It featured sales logging, expiry notifications, and a user-friendly dashboard for efficient control. RESTful APIs were created and tested with Postman to ensure smooth frontend-backend integration.

Social Network App – C++ with SFML
- Developed a graphical social networking app using C++ and the SFML library. Implemented key OOP concepts such as inheritance, polymorphism, and file handling. Designed the UI using Canva and Visual Studio. The project allowed users to register, log in, make posts, and interact with other users. UML diagrams were created to plan class structure.

Alien Invasion Console Game – C++
- Created a console-based shooting game where a spaceship fights waves of alien enemies. Included levels of increasing difficulty, a scoring system, and a save/resume feature. Used 2D arrays and custom graphics characters to render the game visually in the terminal.