

EDUCATION						
Comsats Institute of Information Technology				Lahore, Pakistan		
Bachelor of Software Engineering; GPA: 3.45				Aug 2022 – Sep 2026		
TECHNICAL SKILLS						
• Python	• Flutter	• HTML	• CSS	• JavaScript	• Node JS	• React JS
• Power BI	• SQL	• Java	• Bootstrap	• Firebase	• MS Project	• Machine Learning
• Figma	• Canva	• MS Office				

WORK EXPERIENCE	
CAMPUS AMBASSADOR EXARTA LABS LINK	Mar 25-Present
<ul style="list-style-type: none">Improved social media engagement across platforms by 30% and performed beta testing to ensure app functionality and quality assurance.	
WEB DEVELOPMENT INTERN EVO SOFT LINK	Sep 24- Oct 24
<ul style="list-style-type: none">Streamlined the front-end development process, achieving a 20% reduction in page load times and enhancing site performance.Collaborated with cross-functional teams to gather requirements, ensure project alignment with objectives, and deliver high-quality web solutions.Produced 15+ web development projects, effectively presenting findings to clients, driving actionable outcomes, and maintaining clear communication throughout the project lifecycle.	

PROJECTS	
Eye-Controlled Mouse – Python, OpenCV, Mediapipe LINK	Aug 25
<ul style="list-style-type: none">Built an Eye-Controlled Mouse using Python, OpenCV, MediaPipe, PyAutoGUI enabling hands-free laptop control via eye movements and blinks.Achieved real-time tracking at ~30 FPS with 95% facial landmark detection accuracy, robust even with glasses.Designed customizable controls (e.g., right eye for scroll, left eye for click) to enhance accessibility and user adaptability.	
Deep Learning–Powered Football Match Analysis System LINK	Aug 25
<ul style="list-style-type: none">Developed a football match analysis system using YOLOv5/YOLOv8, OpenCV, and Byte Track, achieving >90% detection accuracy and real-time tracking (~30 FPS).Implemented team assignment, ball possession, and player speed/distance stats using K-Means, optical flow, and perspective transformation.Validated across multiple match videos for robust sports analytics and performance tracking.	
Gesture-Controlled Chrome Dino Game – Python, OpenCV, cvzone LINK	Jun 25
<ul style="list-style-type: none">Developed a real-time computer vision application to control the Chrome Dino game using hand gestures, eliminating the need for keyboard input.Utilized cvzone and OpenCV to implement hand tracking and finger detection, processing 30+ frames per second from webcam feed.Programmatically simulated spacebar keypresses using directKeys based on gesture logic (e.g., 0 fingers up = jump), achieving 95% gesture detection accuracy in controlled lighting.Reduced user input latency by optimizing frame processing and key state management using conditional event handling.Demonstrated seamless integration of Python-based gesture recognition with real-time game control; project tested successfully on Chrome and Brave browsers.	

CERTIFICATES	
Programming in Python (GCU Lahore) CERTIFICATE	Mar 22
<ul style="list-style-type: none">Mastered fundamental Python syntax, proficiently utilizing control flow, loops, functions, and data structures.Acquired expertise in procedural programming paradigms and associated logical concepts, enhancing capabilities.	
Master Course in Chat Bot & Bard (Udemy) CERTIFICATE	Oct 23
<ul style="list-style-type: none">Gained expertise in Chatbot development and AI-powered Bard systems.Developed skills in natural language processing (NLP) and machine learning integration.Built custom chatbots and explored AI-driven content generation for enhanced user experiences.	