MUHAMMAD ABDULLAH JAVED

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Social networks

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Summary

Motivated Software Engineering student with strong programming skills in C++, Python, and x86 Assembly. Passionate about Machine Learning, Computer Vision, and systems programming. Built and deployed multiple real-world applications, including an image captioning system using BLIP, a multithreaded Pac-Man game, and data-structure-heavy console systems. Proficient in SQL, Unity, HTML/CSS, and development tools like Gradio and SFML.

Certifications

Supervised Machine Learning: Regression and Classification
Coursera – DeepLearning.AI & Stanford University | May 2025
Covered linear/logistic regression, gradient descent, and regularization using Python.
Verification Link: https://www.coursera.org/account/accomplishments/certificate/WZC2FIXF6PF9

Skills

- Programming Languages: C++, Python, C, C#, Assembly (MASM), SQL
- Web & Tools: HTML, CSS, Gradio, Unity, Windows Forms, SFML
- Other Skills: Problem Solving, Multitasking, Shell Scripting, Calm Under Pressure

Education

- Bachelor of Science in Software Engineering
  FAST National University of Computer and Emerging Sciences (NUCES), Islamabad
  2023 – Present | Currently in 4th Semester
  Focus: Data Structures, Machine Learning, Operating Systems, Databases

- FSC (Pre-Engineering)
  Punjab College, Vehari | 2021 – 2023
- Matriculation (Science)
  The Educators – Ghazali Campus, Vehari | 2019 – 2021

Projects

1. Image Captioning System | Apr 2025

   Tech: Python, BLIP, Gradio
   - Developed a system to auto-generate image captions using BLIP.

- Deployed a real-time interface using Gradio to test ML outputs.

2. Career Connect App (GUI-Based) | Mar 2025

   Tech: C#, Windows Forms
   - Designed a GUI-based platform for students and professionals to connect over job opportunities.
   - Included profile creation, job postings, filtering, and chat interface.

3. Console-Based Food Delivery App | Dec 2024

   Tech: C++
   - Built using data structures: linked lists, stacks, arrays.
   - Features included admin/customer modes, order tracking, and billing.

4. FitConnect – Console-Based Fitness Tracker | Nov 2024

   Tech: C++
   - Applied OOP to develop user profiles, workout logs, and progress tracking.
   - Implemented class-based design and encapsulation.

5. Minesweeper Console Game | Oct 2024

   Tech: C++
   - Created a Minesweeper clone with customizable grid and recursive logic.
   - Focused on dynamic memory and array-based logic.

6. Brick Breaker Game | Nov 2024

   Tech: x86 Assembly (MASM), Irvine32
   - Implemented a 2D ASCII-based game using MASM.
   - Handled collision detection and object rendering using arrays.

7. Multithreaded Pac-Man Game | Apr 2025

   Tech: C, SFML
   - Used threads for engine, UI, and AI with synchronization via semaphores and mutexes.
   - Focused on concurrency and real-time behavior.

Hobbies and interests

Interested in emerging technologies including AI, Web3, and cybersecurity. Regularly explore advancements in computer science and blockchain. Passionate about learning and experimenting with new tools and paradigms.

Languages

Urdu: C2
Proficient

English: B2
Upper Intermediate

Punjabi: C2
Proficient

Hindi: B2
Upper Intermediate