

Ahmad Hassan

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CAREER SUMMARY

Enthusiastic and driven computer science student currently in the **4th semester**, with a strong foundation in programming, algorithms, and problem-solving. Passionate about software development, data structures, and exploring innovative technologies. Experienced in C++ programming and actively working on advanced concepts. Skilled in game development and database management, with a keen interest in building interactive applications and efficient data-driven solutions. Adept at collaborating on projects and committed to continuous learning and growth in the tech industry. Possess strong analytical thinking, creativity, and the ability to quickly adapt to new tools and technologies. Eager to take on challenging opportunities and contribute innovative ideas to real-world projects.

EDUCATION

BS Computer Science

Information Technology University of the Punjab, Lahore • 2023 - 2027

• CGPA: 3.05

Intermediate in Fsc

Divisional Public School & Intermediate College Sahiwal • 2022

• A Grade

Matriculation

Divisional Public School & Intermediate College Sahiwal • 2020

• A Grade

COURSES

- | | |
|---|----------------------------------|
| ➤ Programming Fundamentals | ➤ Data Structures and Algorithms |
| ➤ Object Oriented Programming | ➤ Database and Management System |
| ➤ Linear Algebra | ➤ Computer Networks |
| ➤ Multivariable Calculus | ➤ Discrete Structures |
| ➤ Digital Logic Designs | ➤ Probability and Statistics |
| ➤ Computer Organization and Assembly Language | |

ACADEMIC PROJECTS

• Chess Game (PF)

A Chess Game designed with Programming Fundamentals (PF), showcasing core gameplay, player interactions, and rule implementation.

• Snake Game (PF)

A classic Snake Game developed using Programming Fundamentals (PF), featuring simple controls, real-time gameplay, and score tracking.

• Book Store Management System (OOP)

A comprehensive Book Store Management System built using Object-Oriented Programming (OOP) principles, enabling efficient management of books, customers, and transactions.

• Online Appointment Booking System (DB)

An Online Appointment Booking System built with database management, enabling users to schedule, manage, and track appointments efficiently.

• Text Editor (DSA)

A feature-rich Text Editor implemented using Data Structures and Algorithms (DSA), offering efficient text manipulation, search, and editing capabilities.

• 2D and 3D Games in Unity

A collection of engaging 2D and 3D games developed in Unity, featuring interactive gameplay, immersive graphics, and dynamic environments.

DIGITAL SKILLS

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|--------------------------|-----------------------|
| ➤ Training & Analysis | ➤ MS-Office, MS-Excel |
| ➤ C++, Python | ➤ Unity |
| ➤ MySQL Workbench | ➤ Maya |
| ➤ Technology Integration | ➤ DOSBox |

COMMUNICATION AND INTERPERSONAL SKILLS

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|---------------------------------------|--------------------------|
| ➤ Active Listening | ➤ Marketing |
| ➤ Verbal and non-Verbal Communication | ➤ Event Coordination |
| ➤ Team Leadership | ➤ Critical Thinking |
| ➤ Collaboration | ➤ Emotional Intelligence |
| ➤ Conflict Resolution | ➤ Public Speaking |
| ➤ Adaptability | ➤ Confidence |
| ➤ Feedback Giving and Receiving | ➤ Open-Mindedness |

CERTIFICATIONS

- Marketing Specialist at ITU Artist Society
- Marketing Specialist at ITU Media Club
- Logistic Member at Eureka, ITU
- Event Coordinator at ITU Media Club
- Volunteer at Science Week, ITU
- Best Speaker in English Delegation, DPS
- Class Representative in College, DPS

LANGUAGES

Mother Language: Urdu

Other Languages: English, Punjabi