



# Muhammad Arbaz

Web Developer

Driven software engineer with a focus on the Laravel framework and experience in web development. With one year of freelancing experience and three months of professional experience, I am well-equipped to design, build, and launch useful and intuitive web applications. Being proficient in both front-end and back-end development, I am particularly good at building responsive site designs and strong eCommerce solutions that improve user experience. I'm committed to providing clients with high-quality online solutions, and I'm passionate about keeping up with industry developments and honing my technical abilities.



## Skills & Strengths

- html5
- css3
- BOOTSTRAP5
- LARAVEL
- PHP
- NODEJS
- EXPRESSJS
- JAVASCRIPT
- MYSQL



## Experience - 1 year

### Web Developer

STAR AUTOMATION - Lahore, Pakistan | Mar 2024 - Jun 2024

During my 3-month internship, I gained valuable hands-on experience in software development, with a particular focus on web technologies and the Laravel framework. I successfully contributed to various projects, which allowed me to develop and refine my technical skills, including:

Laravel Development.

Front-End Integration: HTML, CSS, and JavaScript to create responsive user interfaces, ensuring optimal user experience across different devices.

Database Management.

## Projects

### TRIPINSITE

FREELANCE | Jun 2024 - Jul 2024

<https://tripinsite.com/>

Tools: PHP-Laravel

### Mr Guild

Freelance | May 2024 - Jun 2024

<https://mrguild.com/>

Tools: PHP-Laravel

Its a fully functional E-commerce Store

### Nomad Travel Nest Club

Freelance | Apr 2024 - May 2024

<https://nomadtravelnestclub.com/>

Tools: PHP-Bootstrap5

## Contact Info

Lahore, punjab

Pakistan

[www.arbazrana@gmail.com](mailto:www.arbazrana@gmail.com)

03104069847

## Education

University of Central Punjab

Lahore / BSCS

Web Developement (2024)

## Certifications

- Internee  
2024

## Languages

- Punjabi - Native
- Urdu - Native
- English - Medium

## Hobbies

- PC gaming
- Arm Wrestling