Muhammad Burhan Bhatti

Faisal Town, Lahore, Pakistan

📞 0313-6994851 ✉ burhanbhatti166@gmail.com in linkedin.com/in/burhanbhatti165 🐙 github.com/BurhanBhatti165

Professional Summary

Computer Science undergraduate at FAST-NUCES, Lahore, passionate about web development and AI/ML. Proficient in C++, React, Django, and Python, with strong knowledge of modern software engineering practices. Demonstrated ability to build scalable projects, collaborate in cross-functional teams, and continuously explore emerging technologies. Eager to contribute to impactful software solutions while expanding a versatile technical skillset.

Education

FAST-NUCES, Lahore   **Sep 2022 – Present**
Bachelor of Science in Computer Science (6th Semester)   *Lahore, Pakistan*

Punjab College   **2019 – 2021**
Intermediate (Pre-Engineering)   *Sheikhupura, Pakistan*

Technical Skills

Languages: C++, C, Python, SQL, HTML, CSS, JavaScript, Assembly Language, ASP.NET ,
Frameworks: React, Django, RAG, LangChain
Tools & Platforms: Linux, Git, GitHub, VS Code, Streamlit, FAISS

Projects

AI Resume Interviewer | *Python, Rag, Streamlit, Gemini, FAISS, LangChain*   **2025**
 – Built an offline AI interview app using Gemini LLM and LangChain with resume-aware question generation.
 – Implemented hybrid retrieval using FAISS and web-loaded context for multi-domain interview types.
 – Enabled real-time scoring and feedback with LLM evaluation and summary export.

PrepFAST | *Python, Django, AI/ML*   **2024**
 – Developed a web platform enabling students to access past exam papers and generate AI-based practice questions.
 – Implemented paper evaluation features to enhance exam preparation through interactive feedback.

Decision Review System | *Python, TensorFlow, AI/ML*   **2025**
 – Built a DRS system for cricket academies using ML models for ball trajectory and decision making.
 – Integrated modular components via REST APIs and followed software engineering best practices.

Skill Share Website | *React, ASP.NET, Django*   **2024**
 – Created a platform for students to register for courses, review instructors, and track learning progress.
 – Developed user authentication and integrated frontend-backend interaction using RESTful APIs.

Tetris Game | *C++, OOP*   **2023**
 – Built a Tetris clone using object-oriented programming and basic graphics libraries. Applied encapsulation and polymorphism for maintainable code architecture

Pac-Man Game | *C++*   **2022**
 – Created a functional Pac-Man clone during the first semester to demonstrate logical reasoning and game design fundamentals.

Leadership & Extracurricular

SOFTEC Game Jam   **2024 – Present**
Deputy Head   *FAST-NUCES, Lahore*
 – Organized and managed university-wide game development events encouraging student participation.

ACM Society   **2023 – Present**
Officer   *FAST-NUCES, Lahore*
 – Led technical workshops and promoted computer science initiatives among peers.