



Noman Shakir

Software Engineer (Student of COMSATS University)

Phone/WhatsApp:	+923164282807
Email:	nomanshaker2@gmail.com
Current Location:	Abbottabad, Pakistan
GitHub:	https://github.com/CodeWithZavi
LinkedIn:	http://www.linkedin.com/in/codewithzavii

PROFESSIONAL SUMMARY

Software Engineering undergraduate (7th Semester) at COMSATS University Islamabad, Abbottabad Campus, with a strong academic record (CGPA: 3.62) and hands-on experience in web development, game development, and machine learning. Proficient in React, JavaScript, Node.js, Java, Python, C#, and Unity, with practical experience building scalable web applications, immersive Unity games, and data-driven machine learning models. Demonstrated expertise in problem-solving, data structures, and database management using MS SQL Server and MySQL. Recognized through multiple academic honors, project competitions, and certifications, with a strong passion for creating intelligent, user-focused digital solutions.

EDUCATION

Degree / Program	Institution	Duration	Result
BS Software Engineering	COMSATS University Islamabad, Abbottabad Campus	2022 – Present	CGPA: 3.62
FSC (Pre- Engineering)	Noble Islamic Public School and Collage, Abbottabad	2020 – 2022	75%
Matric (Science)	Islamia Modern Public High School, Bala Kot	2018 – 2020	78%

SKILLS

- Problem Solving & Logical Thinking:** Strong ability to analyze problems, design efficient solutions, and implement clean code.
- Teamwork & Collaboration:** Experienced in coordinating with teams, managing small software projects, and working effectively in group environments.
- Game & Software Development:** Skilled in designing and implementing interactive games and applications with focus on usability and functionality.
- Adaptability & Learning:** Quick learner, motivated to explore emerging technologies and enhance technical knowledge.
- Attention to Detail & Accuracy:** Careful and precise in coding, debugging, and delivering high-quality projects.
- Time Management:** Able to prioritize tasks and meet project deadlines efficiently.
- Communication Skills:** Capable of presenting ideas clearly, explaining technical concepts, and collaborating with peers.

PROGRAMMING LANGUAGES AND TOOLS

Category	Skills
Programming Languages	C, C#, Java, Python, JavaScript
Web Technologies	HTML, CSS, React.js, Node.js, Express.js
Game Development	Unity Engine, C# Scripting, Rebuilder, Physics & Collision Handling
Machine Learning & Data	Regression & Classification Models, Pandas, NumPy, Scikit-learn, OpenCV, Wavelet Transform
Databases	MS SQL Server, MySQL, MongoDB
Tools & IDEs	Visual Studio, Visual Studio Code, NetBeans, Dev-C++, SQL Server Management Studio, Unity Editor

Projects

- ❖ **Bangalore House Price Prediction (Machine Learning – Regression):** Built a regression-based machine learning model to predict house prices in Bangalore, featuring data preprocessing, feature engineering, and a web interface for user input.
- ❖ **Celebrity Recognition System (Machine Learning – Classification):** Developed an SVM-based face recognition system using OpenCV and wavelet transformations to classify celebrities from images, deployed with Flask and a web-based interface.
- ❖ **Tekken 7 Clone (Unity, C#):** Developed a Tekken-7-inspired 3D fighting game in Unity with five playable characters and three distinct combat arenas.
- ❖ **Blood Management System (Java):** Developed a Blood Bank Management System in Java with an SQL database for secure and efficient donors, inventory, and blood request management.
- ❖ **Amazon and Netflix Home Pages (Front-end HTML and CSS):** Designed and implemented responsive home pages for Amazon and Netflix using HTML and CSS, focusing on user interface and experience.
- ❖ **Code Crux (React):** Created Code Crux, a React-based platform for programming questions.
- ❖ **Huffman Coding (Java):** Implemented Huffman Coding algorithm in Java for efficient data compression and encoding.
- ❖ **Stopwatch (React):** Developed a stopwatch application using React, featuring start, stop, and reset functionalities.
- ❖ **Attendance Management System (HTML, CSS, and JavaScript):** Built an Attendance Management System with HTML, CSS, and JavaScript for student and admin panels, enabling efficient attendance tracking and management.
- ❖ **E-Learning Course Platform (Java & MS SQL Server):** Developed a Java-based online learning platform with user enrollment, course management, progress tracking, and secure authentication. Built using Java, JDBC for database connectivity.
- ❖ **Note Keeper (React):** Developed Note Keeper, a React-based application for managing and organizing notes efficiently, featuring a user-friendly interface, real-time updates, and local storage support.
- ❖ **Currency Converter (JavaScript, HTML, and CSS):** Built a real-time currency converter using an API for live exchange rates.
- ❖ **QR Image Generator (Node.js & React):** Built a QR code generator with React and Node.js for creating and downloading QR codes.
- ❖ **Rock, Paper, Scissors, Fire Game (JavaScript, HTML, and CSS):** Developed an interactive game with custom rules using JavaScript, HTML, and CSS.

Certifications

Programming for Everybody (Getting Started with Python)	2023
<i>Coursera</i>	
Deep Learning and NLP	2025
<i>Comsats University Abbottabad Campus</i>	
Machine Learning Bootcamp	2025
<i>GDG on Campus PIEAS Islamabad</i>	
Build a Backend NodeJS Api with a React Client	2024
<i>Udemy</i>	
CCNA: Intro to Networks (ITN-FA22-BSE-115)	2025
<i>Cisco Network Academy</i>	

LANGUAGES

- English, Basic
- Urdu, Fluent Professional
- Arabic, Basic