# MUHAMMAD BILAL

COMPUTER SCIENCE STUDENT

## CONTACT


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## SOFT SKILLS

- Teamwork
- Problem Solving
- Time Management
- Effective Communication
- Critical Thinking

## TECH SKILLS

**Frontend Development:**
**Languages**:
- HTML
- CSS(Tailwind)
- JavaScript
- TypeScript (learning)

**Framewoks/Libraries**:
- React.js
- Tailwind CSS
- Framer Motion

**State Management:**
- Redux Toolkit
- Context API

**Form Handling:**
- Formik
- **Yup**

**APIs**:
- RESTful APIs
- TanStack Query (React Query)

**Backend Development**
**Languages:** Node.js (basic knowledge, actively enhancing skills)
**Frameworks**: Express.js (basic knowledge, learning advanced concepts)
**Database**: MongoDB (familiar with fundamentals, exploring advanced usage)

## PROFILE

A passionate and detail-oriented front-end developer with a strong foundation in React.js, Tailwind CSS, and Redux Toolkit. Skilled in creating dynamic, user-friendly web interfaces and integrating APIs for seamless functionality. Currently expanding expertise in backend development with Node.js, Express.js, and MongoDB. Committed to delivering high-quality solutions that enhance user experiences and meet project objectives.

## EDUCATION

**Bachelor of Computer Science** 2023 - 2027
Virtual university Pakistan
***GPA:*** *3.6 / 4.0*

Govt Rafique Shaheed collage 2021 - 2022
Intermediate in Computer Science

## PROJECTS

**TicTacToe Game** JUNE 2029 - JAN 2030

Developed a simple Tic-Tac-Toe game that supports two modes: 1v1 (player vs player) and 1vBot (player vs AI). The bot picks a random box for its move, providing an engaging gameplay experience. Utilized React.js for building the interactive UI and JavaScript for handling game logic. Styled the application with Tailwind CSS to ensure responsive and clean design across devices.

***Technologies Used:*** *React.js, Javascript , Tailwind (CSS)*

**Chess Game** JUNE 2028 - JAN 2029

Developed a two-player chess game with accurate move validation and seamless gameplay.Integrated a Chess Engine to enforce chess rules and validate player moves.Designed and implemented the backend using Node.js and Express to manage game logic and player turns.Utilized MongoDB to store game states Ensured a smooth user experience through rigorous testing and debugging of game logic.

***Technologies Used:*** *Socket.io, Node.js, Express, MongoDB, ChessEngine.js*

**Chatting App( ONGOING)**

***Technologies Used:*** *React.js, Socket.io, Node.js, Express, MongoDB,*