

# CONTACT

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-  Faisalabad, Pakistan

# EDUCATION

- **NUST - Islamabad**

CGPA - 3.64

Bachelor of Computer Science

Competition 2023 - 2027

- **A-Levels | The City School**

2A\* 3A - Computer Science Grp

Completed 2022 - 2023

- **O-Levels | The City School**

3A\* 5A's - Computer Science Grp

Completed 2020 - 2021

# SKILLS

- Web Design
- MERN Stack
- Figma
- Databases
- Problem-Solving
- Design Thinking
- Photoshop + Canva

# LANGUAGES

- C/C++
- Python
- Java
- JavaScript
- SQL

# Abdullah Ejaz

Design | Program | Develop

## PROFILE

a passionate computer enthusiast from Faisalabad, Punjab with a background of education from in Computer Science, Always looked forward to discovering the tech world. With the mission to improve basic life necessities and for them to be as simple as the pressing of a button, diving deeper into making and crafting new projects, always trying to innovate and improve what's at hand with what's at hand and trying to make a change.

## KEY COURSES

- Machine Learning By AndrewNG
- Google UI/UX Design Fundamentals

## KEY EXPERIENCES

- Programming Intern @ DevDen Faisalabad.
- Graphics Designer Google Developers Group NUST

## KEY PROJECTS

### CrimeVision

CrimeAnalysis Platform

Built a (MERN) full-stack crime data platform using React, Node.js, MongoDB, Supabase, Redis, and Google Generative AI. Integrated real-time crime mapping, AI-based trend forecasting, and safe route planning with role-based access control. Enabled public crime reporting, analytics dashboards, and heatmap visualizations for informed civic and law enforcement use.

### Game Development

Pygame, C++ SFML

Took part in creating two games one in python (TheAnnoyingTraps: Game based on Fundamental AI Concepts like GA, Fuzzy Logic, Procedural Generation to generated a fun and addicting game) and another in C++ (The Stronghold Reckoning: An SFML Based CPP Game Inspired by Clash of Clans.)