Hannan Mushtaq

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Introduction

I am an aspiring computer science student at UET Lahore, with an unwavering enthusiasm for present and future technological advancements. I constantly seek different opportunities to contribute meaningfully to innovation and the betterment of society through technology.

Education

University of Engineering & Technology, Lahore, BS Computer Science — Sept 2023 – June 2027

- **Current CGPA:** 3.74/4.0
- **Coursework:** Object Oriented Programming, Data Structures & Algorithms, Advance Database Management Systems, Computer Organization, Information Security, Artificial Intelligence

Government College University, FSc Pre-Engineering — Oct 2021 – June 2023

- **Grade:** A

Experience

Teaching Assistant, Computer Science Department, UET Lahore — Oct 2024 - May 2025

- Assisted in the Programming Fundamentals course, focused on introducing core programming concepts using C++ and improving students' problem-solving skills.
- Supported in the Object-Oriented Programming course, where C# was used to teach key OOP principles and their application in real-world projects.

Internship, Ustadam, Lahore — June 2024 – August 2024

- Gained a foundational knowledge of Odoo development, including its architecture and module customization.
- Developed skills in project management and effective teamwork by active participation in collaborative tasks.
- Using tools like Jira and Slack to manage development workflows and enhance team communication.

Projects

Risk Reminder Security App — github.com/Hannanm10/RiskReminderSecurityApp

- Developed an android app to show the usage information of sensitive permissions by other apps.
- The main feature was monitoring camera usage on your android.
- Other features include regular security tips & reminder notifications and battery usage stats.
- Tools: Kotlin, Android Studio

Football Match Outcome Prediction using ML — github.com/Hannanm10/Football-Match-Outcome-Prediction

- Different models were trained on a feature-rich dataset to predict the outcome of football matches using machine learning and some deep learning.
- Used ensemble models and compared the performance of each model.
- Also, wrote an IEEE-style research paper for it.
- Tools: Python, Google Colab, LaTeX

Custom DBMS — github.com/Hannanm10/DBMS

- We built a simple custom Database Management System from scratch as part of a group project.
- Added components like storage engine, query processor, indexing using BPlus trees, and transaction manager.
- Tools: C#, CLI

Personal Portfolio   github.com/Hannanm10/
                                                                  myPortfolio

- The portfolio website is built using React and showcases my skills, projects, and experiences.
- Interactive elements and responsive design ensure a great user experience across devices.
- Tools: React, Node.js, HTML, CSS, JS

Campus Navigation System   github.com/Hannanm10/
                                                      Campus-Navigation-System

- Built an interactive navigation system for easy navigation from one location to another on the UET campus.
- Graphs were used to represent the map, and Dijkstra's algorithm was implemented to find the shortest path.
- The routing history was also maintained.
- Tools: C#, WinForms

Klondike Solitaire   github.com/Hannanm10/
                                                             Klondike-Solitaire

- Developed a Klondike-style solitaire game using different data structures such as stacks, queues, linked lists, and dictionaries.
- Implemented card moves, rules, scoring system, win condition, and a user-friendly interface like the game.
- Also added undo and redo features for a better user experience.
- Tools: C#, .NET

Stadium Management System   github.com/Hannanm10/
                                                          Stadium-Management-
                                                                         System

- Developed a basic system for managing tickets for a stadium as part of the Programming Fundamentals course.
- Extended using OOP and DBMS to manage a whole stadium and added a user-friendly interface.
- Implemented features such as match scheduling and ticket booking.
- User authentication and authorization were also added.
- Tools: C++, CLI, C#, SQL, WinForms

Skills Summary

Languages: C++, C, Python, C#, HTML / CSS, SQL, JavaScript, Kotlin, LaTeX

Technologies: Web Development(.NET, React, Node.js), Mobile Development(Android), Databases(MySQL, PostgreSQL, MongoDB), Data Science, AI / ML / DL

Tools: VS Code, Android Studio, Visual Studio 2022, SSMS, Google Colab, Git, GitHub, Canva, Jira, Slack

Hobbies

- Sports (Football | Cricket)
- Gym

Languages

- English (Professional)
- Urdu (Native)