

Hannan Mushtaq

Lahore | hannanmushtaq867@gmail.com | +92 320 0036610 | linkedin.com/in/Hannan Mushtaq
github.com/Hannanm10

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

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|---|-----------------------|
| University of Engineering & Technology, Lahore , BS in Computer Science | Sept 2023 – June 2027 |
| <ul style="list-style-type: none">• 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 |
| <ul style="list-style-type: none">• Grade: A | |

Experience

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|---|-----------------------|
| Teaching Assistant , Computer Science Department, UET Lahore | Oct 2024 - May 2025 |
| <ul style="list-style-type: none">• Programming Fundamentals (C++, Problem Solving)• Object Oriented Programming (C#) | |
| Internship , Ustadam, Lahore | June 2024 – July 2024 |
| <ul style="list-style-type: none">• Odoo Development• Learned Project Management & Teamwork• Jira & Slack | |

Projects

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|--|---|
| Risk Reminder Security App | github.com/Hannanm10/
RiskReminderSecurityApp |
| <ul style="list-style-type: none">• Created an app to show information on sensitive permissions and monitor camera activity on your android.• Tools Used: Kotlin, Android Studio | |
| Custom DBMS | github.com/Ahmad-17R/
DBMS |
| <ul style="list-style-type: none">• We built a simple custom Database Management System from scratch as part of a group project in the ADBMS course.• Tools Used: C#, CLI | |
| Football Match Outcome Prediction using ML | github.com/Hannanm10/
Football-Match-Outcome-
Prediction |
| <ul style="list-style-type: none">• Did research on predicting football match outcome using machine learning and some deep learning with different models and wrote an IEEE-style research paper for it.• Tools Used: Python, Google Colab, LaTeX | |
| Campus Navigation System | github.com/Hannanm10/
Campus-Navigation-System |
| <ul style="list-style-type: none">• Built a navigation system, using graphs, for easy navigating across the UET campus.• Tools Used: C#, .NET | |

Klondike Solitaire

github.com/Hannanm10/
Klondike-Solitaire

- Developed a Klondike-style solitaire game using data structures.
- Tools Used: C#, .NET

Stadium Management System

github.com/Hannanm10/
Stadium-Management-
System

- Developed a system for managing tickets for a stadium as part of the Programming Fundamentals course, then extended it using OOP and DBMS to manage a whole stadium.
- Tools Used: 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

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

Hobbies

- Sports (Football | Cricket)
- Gym

Languages

- English (Professional)
- Urdu (Native)