

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 in 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
- Programming Fundamentals (C++, Problem Solving)
 - Object Oriented Programming (C#)
- Internship**, Ustadam, Lahore June 2024 – July 2024
- Odoo Development
 - Learned Project Management & Teamwork
 - Jira & Slack

Projects

- Risk Reminder Security App** github.com/Hannanm10/
RiskReminderSecurityApp
- 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
- 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
- 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
- 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)