

M. Hasnain Fatmi

+92 3077178904 | hasnainfatmi22@gmail.com | [Hasnain-Fatmi \(Hasnain Fatmi\) \(github.com\)](https://github.com/Hasnain-Fatmi) | [Hasnain Fatmi | LinkedIn](#)
[My Portfolio \(hasnain-fatmi.github.io\)](https://hasnain-fatmi.github.io)

I am a passionate software engineer that is committed to using my abilities to support unique and innovative projects. My aim is to take on interesting projects, provide results, and continue developing as a flexible and efficient developer.

Education

FAST NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES
Bachelor of Science, Computer Science

Lahore, Pakistan
(Sep 2021 – June 2025)

Technical Skills

Programming Languages: C++, C, JavaScript, SQL, Python, Assembly x86
Other: HTML, CSS, Linux, Mern Stack and Django Framework (MySQL, Postgree SQL)

Projects

OVS | DBMS, POSTGREE SQL, DJANGO, HTML, CSS (Dec 2023)

- Using DBMS, POSTGREE SQL, DJANGO, HTML, CSS, and other technologies, this Online Voting platform was created.
- Key functions, such as voter registration, Candidate verification, vote casting, election result display and result pdf downloads have been successfully integrated.

HRMS | DBMS, MySQL, DJANGO, HTML, CSS (Sep 2023)

- Using DBMS, MySQL, DJANGO, HTML, CSS, and other technologies, this Record Management and display platform was created.
- Key functions, such as Patient and Doctor registration, Administrative Features, Basic records view, have been successfully integrated.

Fish Carnival | Assembly x86 (Sep 2022)

Developed an Assembly language project using subroutines, string instructions, DOS/BIOS services, interrupts, and multi-tasking for the 8088 architectures. Within the game, emphasis was placed on creating visual components, interactivity, and strong multitasking abilities.

Rocket Rally | C, C++, Raylib (Graphics Library) (Sep 2022)

Originally, a basic project but I added originality by including fun elements like player versus machine mode, practice mode, past score records, and several other improvements to improve the overall experience.

Tic-Tac-Toe | C++, Win Form (GUI) (Sep 2021)

Despite being a standard project, I added originality by including fun elements like a player versus machine mode, a win/lose counter, and several other improvements to improve the overall experience.

Experience

Collaboration and Contribution (Oct 2023)

Have contributed to a few basic projects and collaborated with several people throughout my academic run.