# M. Hasnain Fatmi

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**My Portfolio (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** **Lahore, Pakistan**
Bachelor of Science, Computer Science **(Sep 2021 – June 2025)**

## Technical Skills

**Programming Languages:** C++, C, Python, Assembly x86, SQL, JavaScript
**Other:** HTML, CSS, Linux, MERN Stack (MongoDB, Express, React, Node.js), Django Framework (MySQL, Postgree SQL, SQLite), KNN Clustering, CNN

## Projects

### JANWAR | ATLAS MONGODB, EXPRESS, REACT, NODEJS (May 2024)

- Using ATLAS MONGODB, EXPRESS, REACT, NODEJS, and other technologies, this Ecommerce platform for Pet adoption and sale was created.
- Key functions: Post Ads, Sale and Buy animal companions, buy accessories, Customer Support and Hassel free transactions have been successfully integrated.

### HWCS | KNN, PYTHON, GSCM (Apr 2024)

- Using KNN, PYTHON, GSCM, and other technologies, This Writers detection system through handwriting classification was created.
- Key functions, such as Image processing, Image scaling, feature extraction, model training and the successfully trained model has been integrated in an application made with DJANGO Framework for further showcasing.

### 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.

### 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.

## Interested Fields

- **Machine Learning/Data Science**
- **Software Development**
- **Backend Development**