

# M. Hasnain Fatmi

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[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

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

**Lahore, Pakistan**  
(Sep 2021 – June 2025)

## Technical Skills

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

## Projects

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**HRMS | DBMS, MySQL, DJANGO, HTML, CSS** (Dec 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.

**OVS | DBMS, POSTGREE SQL, DJANGO, HTML, CSS** (Sep 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 architecture. Within the game, emphasis was placed on creating visual components, interactivity, and strong multitasking abilities.

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

Despite being a standard project, 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

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**Open-Source Contribution** (Oct 2023)

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