M. Hasnain Fatmi

**+92 3077178904 | hasnainfatmi22@gmail.com |** [**Hasnain-Fatmi (Hasnain Fatmi) (github.com)**](https://github.com/Hasnain-Fatmi) **|** [**Hasnain Fatmi | LinkedIn**](https://www.linkedin.com/in/hasnain-fatmi/)**|** [**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 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**