Ibrahim Qaiser

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EDUCATION

National University of Science and Technology	Islamabad, Pakistan
Bachelor of Engineering in Software Engineering	*Sept 2022 – July 2026*
Government College University	Lahore, Pakistan
FSc. Pre-Engineering	*Sept 2020 – July 2022*

TECHNICAL SKILLS

Languages: C/C++, Dart ,Python, JavaScript, HTML/CSS
Frameworks: React, NodeJS, Flutter
Developer Tools: Version Control (Git)
Databases: MySQL, PostgreSQL, MongoDB, Firebase

Object Oriented Programming, Data Structures and Algorithms, Software Design and Architecture

PROJECTS

Learners Platform | *React, MongoDB, NodeJS, ExpressJS, TailwindCSS, Git*   February 2024 – May 2024
- A full-stack web application featuring Authentication, profiling, and accessing courses using RESTful API architecture
- Integrated functionalities for multiple course purchases, tracking course progress, and downloading course contents, enhancing the overall user engagement and learning experience.
- Added real-time purchase keys validation to streamline the purchasing process, providing users with immediate access to their purchased courses.

My Todo | *React, Node, MongoDB, Git*   September 2023 – December 2023
- Designed and developed a user-friendly Todo App to facilitate daily task management, helping users to organize and prioritize their work effectively.
- Implemented user authentication and profile management features, allowing users to create personalized accounts and manage their to-do lists securely.
- Enhanced the application by adding functionalities for creating, deleting, and sorting todos, providing users with a seamless and intuitive experience.

Connectify | *React, Node, PostgreSQL, ExpressJS, TailwindCSS, Git*   February 2023 – May 2023
- Led the frontend development of 'Connectify', a dynamic social media-based chatting application aimed at connecting users with similar interests.
- Designed a visually appealing user interface using TailwindCSS, ensuring a responsive and modern look across various devices.
- Managed the version control and collaborative development processes using Git, ensuring smooth and efficient teamwork.

Guardians of the Galaxy | *Raylib, C++, Git*   November 2022 – January 2023
- Implemented core object-oriented programming concepts such as abstraction and polymorphism, resulting in a modular and maintainable game codebase using Raylib for graphics rendering
- A finite state machine to manage various game states, enhancing the game's complexity and user interactivity.

ACHIEVEMENTS

Positions: Executive Content Creator, Hack Club NUST Chapter and Deputy Director Admin Events, NUST Character Building Society
Award: Merit Based Scholarship for Matriculation and Intermediate BISE Lahore