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*

UNIVERSITY COURSE WORK

Fundamentals of Programming, Object Oriented Programming, Computer Architecture and Logic Design, Data Structures and Algorithms, Database Management System, Design and Analysis of Algorithms, Software Engineering, Software Design and Architecture

PROJECTS

Learners Platform | *React, MongoDB, NodeJS, ExpressJS, Git*   April 2024 – Present
- A full-stack web application utilizing NodeJS to serve a REST API with React as the frontend, enabling an interactive and dynamic user experience using JWT and bcrypt for secure login and registration processes
- 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.

TECHNICAL SKILLS

Languages: C/C++, Dart ,Python, SQL, NoSQL, JavaScript, HTML/CSS
Frameworks: React, NodeJS, Mongoose, Flutter, JWT(for Auth), Raylib-C++
Developer Tools: Git, Docker, AutoCAD, NS2, NS3, VS Code, Visual Studio, Clion
Databases: MySQL, PostgreSQL, MongoDB, Firebase

HONORS AND AWARDS

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