

Kaf Abbas

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Profile

Passionate and committed BSCS student at FAST in my 4th semester, driven to excel in computer science. With a strong foundation in programming, problem-solving, and a relentless drive for innovation, I am keen to leverage my skills to make impactful contributions in technology.

Skills

- **Programming Languages:** C++, C, .NET, Assembly Language
- **Frameworks/Tools:** SFML (Simple and Fast Multimedia Library), Docker, Git/GitHub
- **Technical Skills:** Problem-Solving, Bash Scripting, Game Development

Experience

Teaching Assistant

FAST National University - Computer Organization and Assembly Language

Supported the instructor by conducting review sessions, clarifying challenging concepts, and guiding students through Assembly language labs. Assisted with grading, offered feedback, and addressed student questions to deepen their understanding of computer organization principles.

Lab Demonstrator

FAST National University

Guided students in lab sessions by providing hands-on support and feedback, enhancing their understanding of course materials and adherence to safety protocols.

Freelancer

Fiverr

Delivered client-tailored services on Fiverr, gaining experience in client communication, project management, and deadline adherence.

Coding Practice

LeetCode

Solved over **200 problems** on LeetCode, showcasing proficiency in algorithms and data structures. Demonstrated strong problem-solving skills and a commitment to continuous improvement in coding efficiency.

Competitive Programming

Demonstrated a strong performance in multiple competitive programming events:

- **COMPETE 24:** Achieved top placements, demonstrating efficient problem-solving skills under time constraints.
- **CODE Sprint 1 and CODE Sprint 2:** Placed well among participants, strengthening coding speed and accuracy.
- **ICPC Preliminaries:** Competed in the ICPC preliminaries, showcasing advanced algorithmic skills in a high-stakes environment.
- **Air Nexus CodeChamps:** Competed successfully, furthering experience in competitive programming challenges.

Projects

Tetris

Developed a Tetris game, implementing core mechanics and user interactions. Gained experience in programming and game logic.

Space Shooter

Created a space shooter game with player controls, enemy behavior, and collision detection, improving graphics and user experience skills.

Pacman in Assembly Language

Built a Pac-Man game in Assembly Language, with AI-driven ghost behavior and real-time memory management, honing low-level programming skills.

InterPlanetary File System (IPFS)

Implemented decentralized file storage using IPFS, gaining insights into distributed systems, peer-to-peer networking, and blockchain technology.

Gym Management System (C# and .NET)

Developed a comprehensive Gym Management System with features for member registration, class scheduling, and payment processing.