

# M Saad

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## SUMMARY

Android app developer with a focus on Kotlin and XML, experienced in using Firebase for real-time features and authentication. Also skilled in full-stack web development using the MERN stack. Passionate about building clean, functional, and user-friendly apps. Always eager to learn and take on new challenges.

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## EDUCATION

### BS(CS)

Fast-NUCES, Lahore • Lahore, Pakistan • 2026 • 2.9

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## PROJECT

### PulsePlay

April 2025 – May 2025

- Engineered advanced recommendation system leveraging AI to personalize user playlists, seamlessly integrated Firebase for real-time data management, and optimized Kotlin codebase to enhance streaming performance and application stability.

### Custom Language Compiler

March 2025 – May 2025

- Engineered a custom compiler translating a C++ inspired programming language into Urdu, enhancing accessibility and supporting diversified linguistic computing initiatives.

### Attendance Management System

October 2024 – November 2024

- Engineered an attendance management system in C++ utilizing robust software architecture and advanced database methodologies to ensure reliable tracking and reporting of employee records.

### NGO Blood Donation System

August 2024 – August 2024

- Engineered an end-to-end blood donation platform integrating SQL, .NET Core, and MERN stack to facilitate seamless coordination between donors and NGOs, resulting in streamlined donor matching and improved operational visibility.

### Chat App

July 2024 – July 2024

- Engineered a scalable chat application utilizing the MERN stack and Socket.io, enabling seamless real-time messaging and enhancing user collaboration within dynamic group environments.

### Movie Review Website

July 2024 – July 2024

- Engineered a robust movie review platform using the MERN stack, incorporating dynamic user authentication, real-time ratings, and seamless review management to enrich user engagement.

### Alphabet Catcher

October 2023 – October 2023

- Engineered a real-time interactive application in assembly language, enabling dynamic user controls to capture falling characters and reinforcing proficiency in low-level programming principles.

### Solitaire

April 2023 – April 2023

- Engineered an interactive Solitaire game frontend utilizing C++ libraries, incorporating intuitive gameplay mechanics and enhancing visual appeal for an engaging user experience.

### Teleword

October 2022 – October 2022

- Engineered advanced search algorithms to efficiently identify and highlight valid words in large character grids, elevating the program's accuracy and speed in solving word puzzles.
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## SKILLS

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**App Development:** Kotlin, Java, XML, Firebase

**Web Development:** MERN Stack, HTML, CSS, JavaScript

**Artificial Intelligence:** Python for ML (NumPy, Pandas, Scikit-Learn), TensorFlow, Keras, OpenCV, StreamLit

**Other Technical Skills:** Git and Github, MS Office, Android Studio, Visual Studio

**Soft Skills:** Team Collaboration, Communication, Problem Solving

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