

# Muhammad Kazim (Portfolio)



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Postal Address: AB Computers Near Parashan Chowk Skardu, Pakistan

### Profile Info:

As a recent graduate excited about teaching, I bring a fresh approach to the classroom. I'm committed to making learning fun and staying updated on the latest teaching methods. I'm enthusiastic, adaptable, and ready to create a positive and engaging environment for students to thrive.

## Education & Final Year Project

**BS-Computer Science (19<sup>th</sup> August 2019 – 12<sup>th</sup> May 2023)**

**University Of Baltistan Skardu**

**CGPA:( 3.68/4.0) 77% (1<sup>st</sup> Division)**

### FINAL YEAR PROJECT OF MY GRADUATION

**Development of a robust insurance application using React Native and JavaScript, revolutionizing insurance agents' workflows and enhancing efficiency in client interactions.**

#### Transforming Insurance Workflows:

Digitized manual insurance processes using React Native, simplifying workflows and enhancing efficiency for agents. Created a user-friendly application for seamless digital interactions.

GitHub Profile Link: <https://github.com/M-kaxim>

## Higher Secondary School Certificate (HSSC)

**F. Sc (ICS (Intermediate in Computer Science) 28<sup>th</sup> August 2017 – 19<sup>th</sup> August 2019**

**Midcity Educators School and College Skardu**

**Major Subjects:** Computer, Math & Physics.

Marks: 678/1100 (2<sup>nd</sup> Division)

## Fellowship (Inter College Kharmang) (currently engaged)

**Responsibilities:** Teaching computer subjects to FSC students.

**Location:** Kharmang Khas

## Visiting Lecturer (Boys Degree College Skardu) (1<sup>st</sup> March 2024 – 10 October 2024 )

**Responsibilities:** Instructing different courses for BS level students.

**College Location:** Boys Degree College Skardu

## Computer Teacher Visiting (Al Zahra Model School & College Skardu) (1<sup>st</sup> March 2024 – 10 October 2024)

**Responsibilities:** Teaching computer subjects to FSC students at Al Zahra Model School & College Skardu .

Location: Hassnian Nagar near Alamdar Chowk Skardu

## Internee (Anchan Technologies) (05<sup>th</sup> December 2022 – September 2023)

### UI/UX and Video Editor

**UI/UX:** I was responsible for making our digital products easy to use by creating nice and user-friendly designs. I worked on everything from the initial ideas to the actual designs to make sure our products look good and are easy for people to use.

**Check Samples here:** [kazimhassan.me](https://www.kazimhassan.me)

**Video Editor:** I was in charge of making videos that highlight our company's services. I handled everything from coming up with ideas to writing scripts and editing videos to make sure they look interesting and showcase what we offer.

And Editing Sample: [mailto:https://www.linkedin.com/posts/ishaq-ali-johari\\_anchan-technologies-services-behind-the-activity-7100681949387632640-k6C8?utm\\_source=share&utm\\_medium=member\\_desktop](mailto:https://www.linkedin.com/posts/ishaq-ali-johari_anchan-technologies-services-behind-the-activity-7100681949387632640-k6C8?utm_source=share&utm_medium=member_desktop)

**Anchan Technologies at Software Technology Park(STP), Skardu,Gilgit Baltistan ([www.anchantech.com](http://www.anchantech.com))**

	<b>Internee (Agha Khan Rural Support Program)</b> (25 September 2023 - 31 January 2024)
	<b>IT Support</b>  <b>Responsibilities &amp; Methods:</b> As an IT Support Specialist at AKRSP, I provide efficient solutions for software and hardware issues, ensuring seamless IT operations. Experienced in diagnosing and resolving technical problems, I am dedicated to delivering top-notch support, enhancing the organization's overall productivity and efficiency.  <b>Agha Khan Rural Support Program (Sadpara Road Skardu)</b>
	<b>Awards/ Certifications</b> <ul style="list-style-type: none"><li>• EHSAAS Undergraduate Scholarship (<b>Higher Education Commission (HEC), Pakistan</b>)</li><li>• Artificial Intelligence for IT and Non-IT Professionals (<b>From Virtual University</b>)</li><li>• Introduction to Networks (<b>From Cisco Networking Academy</b>)</li></ul>
	<b>Trainings /Workshops/Seminars</b> <div><div><div>❖ <b>AKDN Professional Teaching Development Traning (6-Day)</b> Hosted By: Aga Khan University Date: 6 january 2024 to 12 January 2024</div><div>❖ <b>Professional Skills Building (5-Day)</b> Hosted By: Aga Khan Rural Support Program (AKRSP) Date: September 27,2023</div><div>❖ <b>Strategic Information Systems Management Workshop(1-Day)</b> Hosted by: IT Association Gilgit Baltistan Dates: August 12, 2022</div><div>❖ <b>Advances in Human-Computer Interaction Conference(1-Day)</b> Hosted by: UOBS Computing Society Dates: October, 2021</div><div>❖ <b>Cybersecurity Awareness and Threat Intelligence Seminar(1-Day)</b> Hosted by: University of Baltistan Skardu Dates: April 20, 2021</div><div>❖ <b>Ethics in Technology: A Global Perspective(2-Day)</b> Hosted by: Global Ethics Forum Dates: June 14-16, 2022</div><div>❖ <b>Online Health Information Quality and Trust Symposium(1-Day)</b> Hosted by: Health Department Gilgit Baltistan Dates: November 8-10, 2020</div></div></div>
	<b>LANGUAGE SKILLS</b> <div><div><div><div>• English</div><div><div></div><div>70%</div></div></div><div><div>• Urdu</div><div><div></div><div>90%</div></div></div><div><div>• Balti</div><div><div></div><div>70%</div></div></div><div><div>• Shina</div><div><div></div><div>90%</div></div></div></div></div>
	<b>SEMESTER PROJECTS</b> <ul style="list-style-type: none"><li>• School Management System (using C++ Programming Language)</li><li>• Cyber Café Management (using OOP, Object-Oriented Programming Language)</li><li>• Hospital Management System(using PHP,MYSQL)</li><li>• Poetry Application (using Android, Javascript ,MYSQL and PHP)</li><li>• Campus Network Architecture (using Cisco Packet Tracer)</li></ul>
	<b>SOFTWARE SKILLS</b> <ul style="list-style-type: none"><li>• Database Management: MySQL</li><li>• MS Office (Word, PowerPoint, Excel)</li><li>• Presentation Software (Prezi)</li><li>• Graphic Design: (PicsArt, Canva)</li><li>• Video Editing Softwares (Adobe Premier, Wonder Share, Filmora, KineMaster,Power Director)</li><li>• Version Control: Git, GitHub</li><li>• Operating Systems: Windows, Linux</li><li>• Cloud Computing: Google Cloud</li><li>• Content Management Systems: WordPress</li></ul>

## My Teaching Philosophy

I believe that teaching is not just about delivering lessons; it’s about **making learning easy, interesting, and useful** for students. My goal is to **help students understand concepts in the simplest way possible** so they can remember and apply them in real life.

### 1. Keep It Simple and Practical

I explain difficult topics using **simple words and real-life examples** so students can easily understand. For example, when teaching programming, I relate it to apps like WhatsApp and Facebook to make it more relatable.

### 2. Focus on Student Needs

Every student learns differently, so I adjust my teaching to fit their needs. I encourage students to **ask questions and think for themselves** instead of just memorizing answers.

### 3. Exam Preparation with Understanding

Many students struggle with exams, so I make sure to **prepare them well** by providing **short notes, easy tricks, and step-by-step explanations**. My focus is not just on passing exams but on making sure students actually understand the subject.

### 4. Encourage Problem-Solving

I believe that learning is not just about remembering facts; it’s about **solving real problems**. That’s why I give students **practical tasks, hands-on activities, and mini-projects** to improve their skills.

### 5. Supportive and Inclusive Teaching

I teach both **male and female students** from different backgrounds, so I create a **comfortable and respectful** learning environment for everyone. I make sure that all students feel confident to participate in class.

### 6. Keep Learning and Improving

I always try to **improve my teaching methods** by learning new things and updating my knowledge. I also take student feedback seriously and make changes when needed.

### 7. More Than Just a Teacher

My role is not just to teach but also to **guide students towards a better future**. I help them develop skills that will be useful in their studies, careers, and daily life.

In short, I believe in **teaching with simplicity, making learning fun, and helping students grow with confidence**.

## Teaching Activities

### Winter Camp (2025) (Boys high School No 1:



Figure 1: Weekly Test

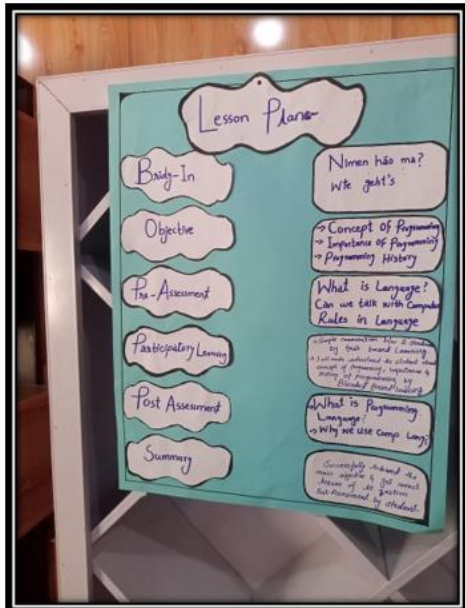


Figure 2 :Weekly Test



**Facilitator : Sir Najaf Ali & Sir Nasir**

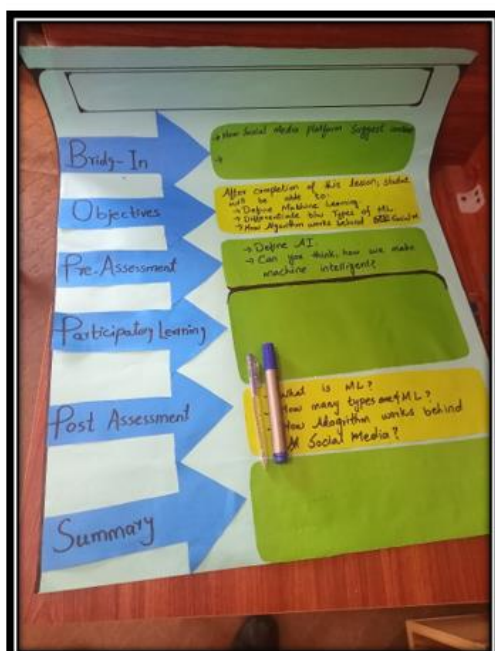
## BoPPPs Model (Charts Making)



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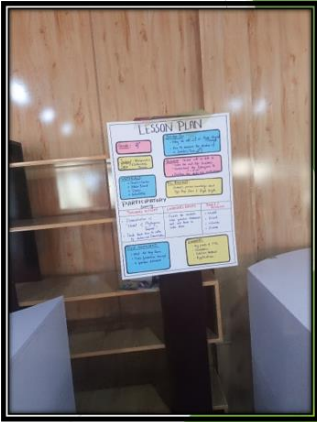


## BoPPPs Model (Charts Making)





BoPPPs Model (Charts Making)



During Model Presentation



Model Presentation



During presentation



# Lesson Plans (BOPPPS Model) - Computer Science

## Lesson Plan 1: Introduction to Programming (C++)

Grade Level: 12  
Duration: 40 minutes  
Subject: Computer Science  
Topic: Introduction to programming (C++)  
Methodology: Lecture, Discussion, Practical Demonstration

1. Bridge-in (5mint)
  - Ask students: "Have you ever used a calculator? How does it follow your instructions?"
  - Show a simple C++ program that prints "Hello, World!"
2. Objective (3mint)
  - Understand what programming is.
  - Learn the basic structure of a C++ program.
  - Write and execute a simple C++ program.
3. Pre-assessment (5mint)
  - Ask: "What do you know about programming?"
  - Quick quiz on previous concepts (if any).
4. Participatory Learning (17mint)
  - Explain the syntax of a basic C++ program.
  - Write a small C++ program together (e.g., printing a message).
  - Let students write and run their first program in Dev C++.
5. Post-assessment (5)
  - Ask students to modify the program to print their name and age.
  - Peer review each other’s code.
6. Summary (5)
  - Recap key points.
  - Discuss where programming is used in real life.

## Lesson Plan 2: Control Structures in C++

Grade Level: 12  
Duration: 40 minutes  
Subject: Computer Science  
Topic: Control Structures in C++  
Methodology: Lecture, Discussion, Practical Demonstration

1. Bridge-in (5mint)
  - Ask: "How do traffic signals control vehicles?"
  - Relate it to if-else and loops in programming.
2. Objective (5mint)
  - Understand decision-making using if-else.
  - Learn about loops (for, while, do-while).
  - Write programs using control structures.
3. Pre-assessment (3mint)
  - Ask: "Have you used if-else in any other subject?"
  - Small MCQ on conditions (True/False questions).
4. Participatory Learning (17mint)
  - Explain if-else with a real-world example.
  - Demonstrate loops using examples (e.g., counting numbers).
  - Hands-on coding: Write a program to check if a number is even or odd.
5. Post-assessment (5mint)
  - Ask students to write a loop-based program (e.g., print numbers 1-10).
  - Pair students to review each other’s work.
6. Summary (5mint)
  - Recap key points.
  - Discuss the importance of control structures in daily life.

Lesson Plan 3: Functions in C+

Grade Level: 12  
Duration: 40 minutes  
Subject: Computer Science  
Topic: Function in C++  
Methodology: Lecture, Discussion, Practical Demonstration

1. Bridge-in

- Ask: "Why do we use calculators instead of doing math manually?"
- Relate to functions as reusable code blocks.

2. Objective

- Understand the concept of functions.
- Learn function declaration and definition.
- Write and call functions in a C++ program.

3. Pre-assessment

- Ask: "Have you heard about functions in math?"
- Quick question: "Why do we use reusable things in daily life?"

4. Participatory Learning

- Explain function syntax with an example.
- Write a simple function (e.g., add two numbers).
- Let students modify the function to multiply two numbers.

5. Post-assessment

- Ask students to write a function to find the square of a number.
- Discuss their results and errors.

6. Summary

- Recap key points.
- Discuss how functions make code reusable.

Lesson Plan 4: Cyber Security

Lesson Plan: Cyber Security  
Grade Level: 11  
Duration: 40 minutes  
Subject: Computer Science  
Topic: Cyber Security  
Methodology: Lecture, Discussion, Practical Demonstration

1. Bridge-in – 5 minutes

Question: “What would happen if someone hacked your social media account?”  
Activity: Show a short video or real-life cyber-attack case (e.g., Facebook data breach).

2. Objective – 3 minutes

By the end of the lesson, students will be able to:

- Define Cyber Security and its importance.
- Explain common cyber threats (phishing, malware, hacking).
- Identify best practices for online safety.
- Demonstrate basic security measures (strong passwords, 2FA, antivirus).

3. Pre-Assessment – 5 minutes

Discussion: Ask students: “Have you ever received a suspicious email or link?”

4. Participatory Learning – 15 minutes

◆ Concept Explanation (8 min)  
Define Cyber Security and explain its importance.  
Discuss types of cyber threats (Phishing, Ransomware, Social Engineering).  
Explain Cyber Security Measures (Firewall, VPN, Encryption).  
◆ Practical Activity (7 min)  
- Demo: Show how to create a strong password & enable Two-Factor Authentication (2FA).

5. Post-Assessment – 5 minutes

Conduct a short quiz on key topics.  
Ask students to write three cybersecurity tips they will follow.

6. Summary – 2 minutes

Recap key points: Threats, Security Measures, and Best Practices.  
Assign Homework: Research a recent cyber-attack and summarize it in 5 lines.



Lesson Plan 5: Introduction to Python Programming

Lesson Plan: Cyber Security  
Grade Level: 11  
Duration: 40 minutes  
Subject: Computer Science  
Topic: Introduction to Python programming  
Methodology: Lecture, Discussion, Practical Demonstration

1. Bridge-in

- Ask: "Have you ever used a smartphone assistant like Siri or Google Assistant?"
- Explain that Python is used in AI, automation, and web development.
- Show a simple Python program that prints: "Hello, Python!"

2. Objective

- Understand what Python is and its applications.
- Learn how to write and run a basic Python program.
- Understand Python syntax and indentation rules.

3. Pre-assessment

- Ask: "Have you ever written a program before? If yes, in which language?"
- Quick discussion on how Python is different from C++ (no semicolons, indentation-based).

4. Participatory Learning

- Explain Python basics (print statements, comments, and variables).
- Write a simple program together:  
  
name = input("Enter your name: ")  
  
print("Hello, " + name + "!")
- Let students modify the code to ask for age and display it.

5. Post-assessment

- Ask students to write a program that takes two numbers as input and prints their sum.
- Peer review each other’s code.

6. Summary

- Recap Python's importance and ease of use.
- Discuss real-life applications (AI, web development, automation).



# Educational Resources:

## Course Materials:

- ✦ [1st Year Course Materials](#)
- ✦ [2nd Year Course Materials](#)

## Model Papers:

- ✦ [1st & 2nd Year Model Papers](#)

## Required Software:

- ✦ [Software for 1st & 2nd Year](#)

## REFERENCES

Principal  
Muhammad Hussain  
  
Kharmang Inter College ,Gilgit Baltistan Skardu  
[0355-5551762](#)

Assistant Professor  
Iqbal Hussain  
  
Kharmang Inter College ,Gilgit Baltistan Skardu  
[0346-5204355](#)