

Muhammad Mehdy

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A software engineer with a critical product mindset. I'm passionate about spotting problems from people around me and building solutions that make their lives easier.

Education

FAST National University of Computer and Emerging Sciences

Lahore, Pk

Bachelor of Science in Computer Science

September 2021 — June 2025

Activities: Member GDSC Dev Team

Projects

Libra Links | Python, NodeJs

Dec 2023

- Utilized Python and Node.js to implement a WhatsApp chatbot offering download links for books, movies, and anime, also featuring an integrated AI chatbot extension.

Economy Management Game | C#, Unity

Sep 2023

- Created an educational Economy Management Game in Unity, simulating Pakistan's current economy. Includes features such as debt management, forex trading, tax adjustments, and infrastructure development.

Job-Delta | DBMS, SQL, ASP.NET, C#, HTML, CSS, GIT

June 2023

- Designed to enhance the user experience and address challenges specific to local freelancers, while bridging the gap between international clients and Pakistani freelancers.
- Seamlessly integrates key functions such as user registration, client job posting, proposal management, and deliverable downloads, ensuring ease of use and efficient workflow for all users.

Basic Bash Type Shell | C

June 2023

- Engineered a custom shell with advanced functionalities, encompassing command execution, tokenization, concurrency, and robust support for command line pipes and FIFOs. Developed as a pivotal component of an operating system class project.

Hunter X Fish | x86 Assembly

Sep 2022

- Crafted an Assembly language project for the 8088 architecture, leveraging subroutines, string instructions, DOS/BIOS services, interrupts, and multi-tasking capabilities. The game prioritized visual components, interactivity, and robust multitasking functionalities to enhance user engagement and experience.

Tic-Tac-Toe Plus | C#, Win Form

Sep 2021

- Elevated a standard project by incorporating innovative elements, such as a player versus machine mode, a hat-trick counter, a timer, and various enhancements, to enrich the user experience and infuse an element of enjoyment into the project.

Experience

Open-Source Work

GitHub

Took part in Global Hack Week by Major League Hacking, Hacktober Fest and worked on basic projects

Oct 2023

Technical Skills

Languages: C++, Python, C, C#, Assembly x86, SQL, Javascript

Other: Linux, Unity, GIT, HTML, CSS and Asp.net