

Name:

Ahmad Hassan

Contact Information:

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Career Objective / Profile:

Motivated Artificial Intelligence undergraduate with strong analytical and programming skills. Interested in developing intelligent systems and data-driven solutions through innovative applications of AI and machine learning.

Education:

BSAI, FAST NUCES Islamabad, 2027

Relevant Courses: Object-Oriented Programming, Data Structures, Artificial Intelligence, Database Systems

GPA: 3.0

Skills:

-Programming Languages: Python, C++, Java

- AI & Machine Learning: NumPy, pandas, scikit-learn

- Algorithms and Data Structures

- Web Development: HTML, CSS, JavaScript

- Tools: Git, VS Code

Experience / Internships:

None

Projects / Research (if applicable):

1-Scrabble Game using Python Turtle, April 2024 Developed a word-based board game with scoring, timer, and AI hint system. Implemented logic for letter validation, scoring, and JSON-based data storage.

2-Connect Four with Minimax and Alpha-Beta Pruning, May 2024 Implemented an AI-driven Connect Four game using Minimax algorithm with pruning for efficient move decisions.

3-Whack-a-Mole Digital Logic Design Project, October 2024 Designed a real-time hardware-based game with LEDs, timer, buzzer, and scoring system using Verilog.

4-Binary Search Tree and BFS Simulation (C++), November 2024 Created a dataset management system using BST for optimized searching, insertion, and traversal operations

Achievements / Extracurricular Activities:

None