

Muhammad Abdullah Nadeem

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Career Objective

To apply my programming and analytical skills to contribute effectively to innovative software solutions and professional growth.

Education

Bachelor of Science in Computer Science — FAST National University of Computer and Emerging Sciences (Expected 2027)

Current GPA: 3.65/4.00

Skills

- C++, Python, and Java Programming
- Data Structures and Algorithms
- Object-Oriented Design
- Database Management (SQL)
- Data Analysis and Visualization
- Problem Solving and Debugging
- Team Collaboration

Experience / Internships

Software Intern — TechHive Solutions (Jun 2025 – Aug 2025)

- Assisted in developing backend logic for internal web tools.
- Collaborated with senior developers on debugging and performance optimization.

Projects / Research

Dungeon Escape (C++) — Text-based adventure game implementing maze navigation, hidden key logic, and limited move mechanics.

Cache Simulation System — Implemented Write Through/Write Back and Write Allocate/Write Around policies using linked lists and file handling.

Achievements / Extracurricular Activities

- Winner, University Programming Challenge 2024
- Volunteer, Pehli Kiran Community Education Program
- Member, Computer Science Society (FAST-NU)