Rana Muhammad Zohaib

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Career Objective / Profile Motivated Artificial Intelligence undergraduate passionate about solving real-world problems through intelligent systems and efficient algorithms. Seeking opportunities to apply analytical thinking, programming expertise, and AI knowledge in innovative projects.

Education Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad, Expected 2027
Relevant Courses: Operating Systems, Artificial Intelligence, Algorithms, Data Structures

Skills

- Programming Languages: C++, Python, Assembly
- Data Structures and Algorithms
- Object-Oriented Programming (OOP)
- Web Scraping and Data Handling
- Problem Solving and Debugging

Experience / Internships None yet actively seeking opportunities to gain practical experience.

Projects / Research

- **Snake Game (C++)**: Developed an interactive terminal-based snake game implementing real-time movement logic and score tracking.
- **Conways Game of Life (C++)**: Simulated cellular automata rules using a 2D grid and efficient state transitions.
- **Computer Network Simulation (C++)**: Implemented router communication and packet routing using data structures and Dijkstras algorithm.
- **Hotel Website Data Collection (Python)**: Designed a web scraper to extract and organize hotel information using BeautifulSoup and Pandas.

Achievements / Extracurricular Activities

- Member, FAST Computing Society 2023Present
- Participated in internal AI and coding projects at FAST-NUCES