Name:
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Career Objective / Profile:
Motivated Artificial Intelligence undergraduate with a strong foundation in programming, data structures, and problem-solving. Passionate about AI, software development, and creating efficient, real-world solutions through technology and innovation.

Education:
Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad, June 2027
Relevant Courses: Data Structures, Artificial Intelligence, Database Systems, Operating Systems
GPA: 2.73 / 4.00

Skills:

- Programming Languages: C++, Python, C#, Assembly (Irvine32)
- Web Development: HTML, CSS, PHP, MySQL
- AI & Data Science: scikit-learn, Pandas, NumPy
- Tools: Git, Visual Studio Code, Excel
- Problem Solving & Algorithms
- Communication and Team Collaboration
- Languages: English, Urdu

Experience / Internships:

1. AI Research Intern, AIOTAC, Islamabad
   June 2024 – August 2024
    - Assisted in developing and testing AI models for fighting game automation using Python.
    - Worked with neural networks and data preprocessing to improve model accuracy and performance.

Projects / Research:

1. AI Model for *Street Fighter II*, 2024
    - Trained an AI agent using Python to learn and predict optimal moves through reinforcement learning.
2. Pacman Game (Assembly Language), 2024
    - Designed a Pacman clone using Irvine32 library, showcasing COAL concepts and efficient logic handling.
3. NASCON Event Management System, 2024
    - Developed a database-driven web app for event registration and management using SQL and PHP.

Achievements / Extracurricular Activities:

- Developed multiple games including Snake, Brick Breaker, and Pacman using C++ and Assembly.
- Participated in NASCON’24 Speed Programming Competition.
- Created an AI model for game automation using Python and reinforcement learning.