

**Name:**

[Ahmad Hassan]

**Contact Information:**

Email: [i230059@isb.nu.edu.pk]

Phone: [03214342422]

LinkedIn: [linkedin.com/in/ahmadhassan]

Address: [House 52, Street 11, G-12, Islamabad, Pakistan]

**Career Objective / Profile:**

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

**Education:**

Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad, June 2027

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

GPA: 3.00 / 4.00

**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:**

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.

1. 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.

1. 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.

1. 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