**Name:**  
[Ehtisham Abid]

**Contact Information:**  
Email: [i230091@isb.nu.edu.pk]  
Phone: [0345-9876543]  
LinkedIn: [linkedin.com/in/ehtisham-abid-4585922a0]  
Address: [House # 45, G-10/3, Islamabad, Pakistan]

**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.

1. Pacman Game (Assembly Language), 2024

* Designed a Pacman clone using Irvine32 library, showcasing COAL concepts and efficient logic handling.

1. 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.