



# Momin Mahmud

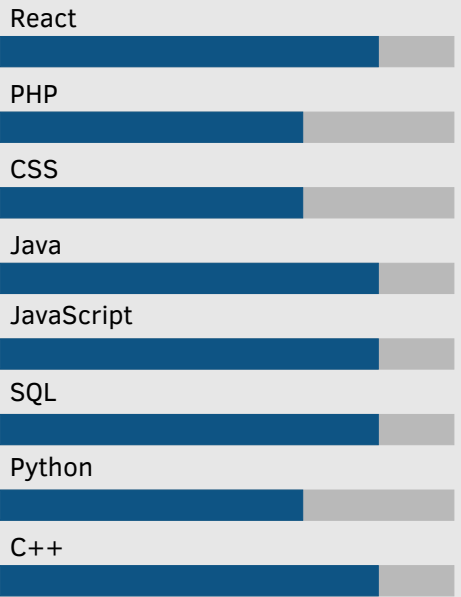
React|GameDev|NLP

- 6 January 2002
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## About me

An adaptive and self-driven Computer Science major from FAST-NUCES aiming to leverage proven leadership, management, and problem-solving skills to successfully fill the Computer Scientist role. Frequently praised by my peers as a self-deserving and the persevering person who instills confidence in self and others and can be relied upon to achieve any goal.

## Skills



(\*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

## Education

2019-2023 FAST NUCES  
Computer Science

Islamabad

## Certifications

- The Complete Web Development Bootcamp | Udemy
- Introduction to Front-end Development | Coursera
- Git and GitHub | Coursera

## Projects

### FastHire

- An automated chat-bot that make recruitment proces easier using Python,MongoDB,HuggingFace,Rasa

### Hotel Booking System

- Designed and developed a Hotel Booking System using HTML5, CSS3, Bootstrap, Oracle and PHP

### Calculator App

- Designed and developed a Calcualtor using Java, JavaFX

### Test-Cases for Data-Structures

- Implemented test cases for all the data structures using JUnit testing

### Distributed Hash Tables

- Implemented Hash tables using Hashing, Routing tables, and file based system in C++

### Multi-threaded LUDO Game

- Implemented LUDO using Multi-threading in C++

### Candy Crush Saga Game

- Implemented Candy Crush Saga with GUI using GLUT and C++

### Super Mario Game

- Implemented Super Mario in Assembly language with GUI

## Interests

- Cloud Computing
- Web Development
- Blockchain