

Muhammad Waleed

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Objective

Passionate Computer Science undergraduate at FAST NUCES with a strong foundation in competitive programming, software development, Cyber Security, networking, and low-level programming. I am eager to apply my technical skills and problem-solving abilities in a professional setting while continuing to support my loved ones.

EDUCATION

Bachelor of Computer Science, FAST NUCES CGPA: **3.84** Expected 2026

SKILLS

Technical Skills	C,C++, ASM, Embedded Programming, MERN Stack, Android Development, MSSQL, Python, Cyber Security, Linux, Git & Github
Soft Skills	Problem Solving, Critical Thinking, Leadership, Adaptability, Communication

EXPERIENCE

Android & Full Stack Web Software Engineering Intern	Summer 2024 Analyzinn Solutions
Delivered live projects at Analyzinn Solutions, used by thousands daily. Developed apps, websites, and APIs with Android Studio, MERN Stack, and Postman. Led the team, leveraging Figma, Git, and GitHub.	
Teaching Assistant	Spring2024 - Spring2025 FAST-NUCES
Served as a Teaching Assistant for multiple instructors, notably assisting 8th-semester's Entrepreneurship while being in 4th semester and currently assisting Advanced Parallel and Distributed Computing for Master's Professor while being in 6th semester.	

PROJECTS

– **Minnow** — *Linux/Networking*
Designed and implemented a TCP protocol in C++ as part of **Stanford's CS144 course**, deepening expertise in **networking, Linux systems, and low-level programming—skills**.

– **UNIfy**— *Android Dev* <https://github.com/MuhammadWaleed-Animations/UNIfy>
Developed an Android application enabling university students to create, join, and manage campus activities with real-time updates, personalized profiles, and secure, university-specific access using **Kotlin, Node.js**, and **MongoDB**.

– **Tetris**— *8088 Assembly* <https://github.com/MuhammadWaleed-Animations/WATetris>
Developed a fully functional Tetris game in 8088 assembly language, showcasing a deep understanding of **low-level programming** and computer mechanics, with features like smooth controls, background score, and classic gameplay.

Achievements

- **Rector's List:** Fall 2023 (4.00 GPA, **Gold Medalist**)
- **Dean's List:** Fall 2022 | Spring 2023 | Spring 2024 (3.94 GPA, **Silver Medalist**) | Fall 2024
- **ICPC Online Preliminaries 2024** (**Silver Medal**)