



MUHAMMAD ABU-BAKR

CONTACT

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SKILLS

- Programming Languages:
C++, C#, C, Java, Python
(basic)
- Game Development: Unity
Engine, Godot Engine
- Mobile Development: Flutter
- Version Control: Git

LANGUAGES

- Urdu: Fluent (spoken and written)
- English: Fluent (spoken and written)
- Punjabi: Spoken

PORTFOLIOS

Linkedin : <https://www.linkedin.com/in/muhammad-abu-bakr-527425358?>

Github: <https://github.com/MuhammadAbu-Bakr>



PROFILE

Computer Science major at COMSATS University Islamabad (Vehari Campus) with a passion for programming, game development, and emerging technologies. Solid foundation in programming and hands-on project experience. Eager to contribute effectively to dynamic technical teams.



WORK EXPERIENCE

Fresher

- Currently seeking internship or entry-level opportunities to apply theoretical knowledge in practical settings.
- Freelanced in academic English writing, completing assignments, reports, and summaries for university peers, demonstrating strong written communication and time management skills.

PROJECTS

Weather App No Return (Game Prototype) IQViper (Snake Game with Prolog AI)

- Developed a simple weather application using Flutter, showcasing a user-friendly interface.
- Integrated real-time weather data using APIs to enhance user experience.
- Created a 3D game prototype in Unity, emphasizing player movement and enemy AI capabilities.
- Designed levels within a dark atmospheric context, enhancing gameplay and engagement.
- Leveraged Python and Prolog to develop a Snake game, integrating symbolic AI for intelligent decision-making.
- Utilized declarative reasoning to enhance game dynamics, showcasing innovative application of AI principles.

More projects available at: <https://github.com/MuhammadAbu-Bakr>



EDUCATION

Bachelor of Science (Computer Science) 2023 - present
COMSATS University Islamabad, Vehari Campus