

NISMA NAWAZ

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SUMMARY OF SKILLS AND QUALIFICATIONS

Operating Systems | Windows 365 • Linux • Unix • Mobile • MacOS

Applications | Word • Excel • PowerPoint • Access • Eclipse • Spyder

Programming | Java • C++ • C# • JavaScript • Python • HTML • CSS • SQL

Platforms | Java platforms • Anaconda (Python Distribution) • MySQL

Methodologies | Lean Engineering/Manufacturing • Six Sigma • DMAIC • Agile and Scrum • Project Management • Kaizen or Continuous Improvement • Change Management

Other | Adobe Illustrator • Adobe Photoshop • Adobe After Effects • Canva • Inkscape • Visual Studio • GitHub • Godot Game Engine • Unity • Blender

Languages | English | Spoken & Written – fluent • | Urdu | Spoken & Written – fluent | Hindi | Spoken & Written – fluent | French | Spoken & Written – Beginner

EDUCATION

Bachelor of Computer Science– Joint Majors in Computation Arts and Computer Science (COOP) **2023-2027**
Concordia University, Montreal, QC

- Member of the Institute for Co-operative Education
- Relevant Courses: COMP 232, COMP 233 (Probability and Statistics for Computer Science), COMP 248 (Object Oriented Programming-I), COMP 249 (Object Oriented Programming-II), CART 211 (Creative Computing & Network Culture), COMP 352 (Data Structures and Algorithms), COMP 345 (Advanced Programming in C++) , COMP 346 (Operating Systems), COMP 354 (Introduction to Software Engineering)

Pre-Engineering (Computer Science with Mathematics) **2022-2023**
Indian Central School, Kuwait, Jleeb – Al – Shuwaikh

PROJECTS

Interactive Portfolio Website **Sept 2024**
Concordia University, Montreal, QC

- For my CART 211 class, we had to build a fully functional website as the final project. I decided to create a Portfolio Website
- The main motivation behind this decision was to make my work available to anyone looking for it in a more organized way
- For the Portfolio Website, three main technologies were utilized: HTML, CSS, and JavaScript

Core Competencies: Scope Management, analytical skills, and critical thinking

Warzone Game Project **Sept 2025**
Concordia University, Montreal, QC

- Collaborated in a 5-person team to design and develop a turn-based strategy game over a 3 month semester
- Designed and implemented the Orders system, enabling players to issue, validate, and execute core game actions using C++ OOP principles.

- Applied Strategy Design Pattern to support dynamic players behaviors
- Developed drivers to verify order execution and strategy correctness
- Technologies Utilized: Visual Studio Code , GitHub ,C++

Core Competencies: Team Cooperation, time-management, creative exploration, designing code

Cauldron of the Sea (2D Clicking Game)

Jan 2025

Concordia University, Montreal, QC

- Developed a simple, artistic clicking game with an inventory system during Global Game Jam 2025 as part of a five-member team
- Designed an interactive UI while learning C#
- Utilized Unity as the game engine and GitHub for collaborative code sharing and version control.

Core competencies: Adapting to new platforms, learning programming languages, and user-centered UI design

Railway Management System (Python and MySQL Connectivity Project)

Jan 2022-2023

Indian Central School, Kuwait, Jleeb-Al- Shuwaikh

- Developed a project for interschool practical examination
- Gained valuable educational experience
- Technologies Utilized: MySQL for backend database management and Python for frontend data retrieval, modification, and addition

Core Competencies: Problem Solving Skills, critical thinking

RoboWars 2025

Feb 2025

IEEE Concordia | Concordia University, Montreal, QC

- Co-designed and built an autonomous sumo robot in a 2-person team, focusing on high-speed attack and arena boundary defense
- Integrated an ESP32-based embedded system, including motor drivers, IR edge sensors, and ToF distance sensing for opponent detection
- Performed hands-on hardware prototyping (soldering, wiring, breadboard testing) and implemented control logic in Arduino.
- Tools used: ESP32, Arduino IDE, L298N Motor Driver, IR Sensors (TCRT5000), VL53L0X ToF, GitHub

Core Competencies: Embedded Systems, Hardware Prototyping and Debugging , System Integration & System Design

WORK EXPERIENCE

Inspector Packer

Oct 2023

Avantis Packaging, Montreal, QC

- Inspecting bottles per industry protocols to ensure quality, while efficiently packing them for distribution

AWARDS & DISTINCTIONS

3rd Position in CBSE Grade 12 Board Examinations

May 2023

PROFESSIONAL ASSOCIATIONS

Assistant Election Officer (AEO)

Sept 2023

AEO (Assistant Election Officer) for the ECA elections 2023-24

- Supervised the election process, assisted the candidates on any issues related to the rules and regulation of the election process
- Made the final report for the entire election period