FATIMA KHALID

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Objective:

Skilled multitasker with superior work ethic and good teamwork, problem-solving and organizational skills. Willing to take on any task to help the team. Reliable and dedicated team player with a hardworking and resourceful approach.

Experience

Software Engineering Intern

Forge Internship Program, Minas Code
June 2024-August 2024

- **Entrepreneurship & Development:** Co-founded a company, taking on both entrepreneurial and technical roles in a simulated startup environment.
- **Product Development:** Led the development of a software product from concept to MVP, utilizing the MERN stack for full-stack development.
- **Pitching and Demo:** Successfully pitched the product and demonstrated the MVP, winning recognition for both presentation and technical achievement.
- **Team Collaboration:** Worked in a cross-functional team, gaining experience in project management, product design, and agile methodologies.
- **Product: Chameleon (Language Exchange Platform)**
  Built a language exchange platform with Next.js, Node.js, and MongoDB. Enabled real-time chat, video and user matching based on language and interests. Focused on a user-friendly interface.

Projects

Movie Similarity Search (NLP project Python):
Developed a Python program using Natural Language Processing (NLP) techniques with Flask for backend, HTML/CSS for frontend, and Python for analysis to analyze movie plots and recommend similar movies based on their textual content.

Etch-a-Sketch with JavaScript:
Created an interactive web application using HTML/CSS for structure and styling, and JavaScript for functionality, allowing users to draw and sketch like an Etch-a-Sketch toy.

Space Game with UNITY:
Designed and developed a 2D space-themed game using Unity with C#, incorporating custom graphics and gameplay mechanics.

Snake Game (Supervised Machine Learning):
Developed a self-learning Snake game using TensorFlow for the neural network and Python for the game logic.

University Form with Java:
Developed a Java application using JavaFX for the GUI, to handle university administrative tasks, such as managing student enrollment, grades, and course registration.

Flappy Bird game with UNITY:
Recreated the popular Flappy Bird game using Unity with C#, including physics-based mechanics and dynamic level generation.

Skills

Next.js	MERN	Web	Git	Unity	Python	JAVA	Notion
Critical Thinking		Active Listening		Problem Solving		Project Management	

Education

2022-Current – Bachelor's: Computer Science
(*Comsats University Islamabad Lahore*)

Activities

- **General Member**
  GDSC (Google Development Student Club)
  Managed multiple events with the society.

- **Fund Raiser**
  Rizq Foundation
  Raised funds for the people in need.

- **Financial Literacy Certificate**
  Received a Certificate by completing this Financial Literacy Program.