

# LARAIB SHAHID

ELECTRICAL ENGINEER

## CONTACT

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## EDUCATION

2023-2027

NAMAL UNIVERSITY, MIANWALI

- Bachelor in Electrical Engineering

2021-2023

TAMER-E- MILAT

- FSC Pre-Engineering

## TECHNICAL SKILLS

- C++ Programming
- File Handling
- Graphic Design
- Electrical Circuit Design
- SolidWorks

## SOFT SKILLS

- Management Skills
- Critical Thinking
- Communication Skills
- Leadership

## LANGUAGES

- English: Intermediate
- Urdu: Native

## PROFILE SUMMARY

I am an Electrical Engineering student at Namal University with skills in circuit design, C++ programming, and basic robotics. I have worked on several projects like a bank management system, Sudoku game, and railway gate automation. I also have experience with SolidWorks and enjoy solving real-world problems through practical engineering solutions. I am a quick learner, a good team player, and always eager to improve my technical skills.

## ACADEMIC PROJECTS EXPERIENCE

### LEGO Line Following Robot

- Assembled and programmed a robot to follow a path using IR sensors.
- Gained practical experience in basic robotics and sensor-based automation.

### Railway Gate Safety Automation

- Contributed to automating railway gate control using sensors and microcontrollers.
- Improved safety measures by reducing human error in gate operations.

### 12-Volt DC Power Supply Circuit

- Designed and tested a regulated DC power supply for electronic circuits.
- Ensured stable 12V output using rectifier, filter, and voltage regulator components.

### Bank Management System in C++

- Created a menu-driven application to manage account operations with file handling.
- Applied C++ concepts to simulate real-world banking functionalities securely.

### SolidWorks Projects

- Designed mechanical and electrical components using SolidWorks.
- Developed 2D/3D CAD models to improve design visualization and accuracy.

### Sudoku Game in C++

- Developed a console-based Sudoku game using object-oriented programming.
- Focused on logical problem-solving, input validation, and user interaction.