

# Muhammad Taimur Aamir

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## EDUCATION

- National University of Computing and Emerging Sciences**
    - Bachelor of Science - Computer Science; CGPA: 3.39*
- Islamabad, Pakistan  
Aug 2021 - Jun 2025

## SKILLS SUMMARY

- Languages:** C++, C#, Go, JavaScript, SQL, HTML/CSS, Java, Python
- Libraries:** React, NodeJS, TailwindCSS, GSAP
- Tools:** Unity, Docker, GIT, MySQL
- Soft Skills:** Team Management, Problem Solving, Communication, Teamwork, Collaboration

## EXPERIENCE

- GrayHat**
    - Web Developer (Intern)*
      - Projects:** Worked on 3 projects using React, Typescript, and Firebase.
      - Voice Dub API:** integrated a dubbing API into the frontend, enabling seamless voice-over functionality.
      - Responsive Design:** Developed and optimized UI for seamless adaptability across various screen sizes and devices.
  - Mindstorms Studio**
    - Game Developer (Intern)*
      - Team Lead:** Led a 4-member team in developing a Unity 3D mobile game.
      - Game Mechanics Development:** Applied Object-Oriented Programming principles to develop core game mechanics.
      - Level Design & Animation:** Created 5+ game levels, managed animations, and enhanced user experience.
  - National University of Computing and Emerging Sciences**
    - Teacher Assistant (Part-Time)*
      - Evaluations:** Evaluated 100+ quizzes for object oriented programming course.
      - Assignment Design:** Crafted structured **course assignments** to enhance student learning and comprehension.
      - Technical Vivas:** Conducted in-person vivas for students to assess their course assignments and projects.
- On-site  
Jun 2024 - Aug 2024
- Remote  
Jun 2023 - Aug 2023
- Hybrid  
Aug 2023 - May 2024

## PROJECTS

- Guess The Language (Typescript, React, TailwindCSS, Firebase, Voice Dub API):**
  - A responsive web based game.
  - Voice dubbing and translation API integration.
  - Utilized the Playroom Kit SDK for real-time multiplayer routing.
- NotchX (Javascript, React, TailwindCSS, Vite, GSAP):**
  - A fully responsive multi-page website with smooth animations using GSAP.
  - Vercel and Git Actions to reduce deployment time by 40%.
  - Git branching to streamline version control and collaboration.
- Events Management System (ASP.NET, MySQL):**
  - A centralized platform to upload, schedule and view events increasing management efficiency by 30%.
  - CRUD operations, authentication, and role-based access control.
  - Followed Agile (SCRUM) methodologies to streamline development.
- Neural Network Implementation (C/C++, Multi-threading, Back-propagation):**
  - Developed a multi-threaded neural network with back-propagation for efficient training.
  - Optimized performance by 50% using parallel processing techniques.
  - Forward and backward propagation to train the neural network.
- Client Server (Go, Distributed Systems):**
  - A distributed client server application that performs matrix operations.
  - Server acts as a coordinator and assigns tasks to workers enabling parallel work, and decreasing computation time by 30%.
  - Basic fault tolerance and heartbeat mechanism.
- Art2Sprite (Generative AI, AI Model Integration, Fine-Tuning, Hugging Face):**
  - A generative AI tool to generate sprite sheets from sketches.
  - Performed data pre-processing on over 4000 images of sprites and sketches.
  - Fine tuned a Cycle GAN to increase generation quality by 55%.