Ramlah Salman

Software engineer (undergraduate)

CONTACT

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SUMMARY

A dedicated and detail oriented Software engineering student, with a strong passion for technology, coding and continuous learning. Possesses excellent teamwork, communication, and time-management skills, with a proven ability to learn and adapt quickly in dynamic environments. Seeking opportunities to apply technical knowledge and gain hands-on experience in the software industry.

SKILLS

- **Programming Languages:** Java, Python, JavaScript, Html, Css, Assembly language (Learning)
- **Tools & Technologies:** SQL, Java Swing, Figma, Canva
- **Soft Skills:** Communication, Teamwork, Time Management

EDUCATION

CharterHouse public School (2020)
Matriculation (Computer Science)
Grade: A*

SirSyed govt girls college (2022)
Intermediate (Computer Science)
Grade: A

Karachi University - UBIT (2023 - 2027)
Software engineer (BSSE, undergrad)

PROJECTS

All-Rounder School Platform (Figma, FigJam)
- Designed a comprehensive platform for parents and students, including wireframes and prototypes.
- Conducted user research to ensure the design met user needs.

Phone Book Application (Java Swing)
- Developed a phone book application using Java Swing, implementing two different data structures.
- Focused on optimizing search and storage functionalities.

Tic Tac Toe Game (Java)
- Created a console-based Tic Tac Toe game using Java, implementing game logic and user input validation.

Software Engineering Assignments (UML, ERD, DFD)
- Designed UML diagrams, ERDs, and flowcharts for various software systems, demonstrating strong understanding of software design principles.