



Momina Ali

Details

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Skills

- C++
- Assembly Language
- Ubuntu
- Visual Studio
- Data Analysis
- Debugging
- Project Management
- Microsoft Word
- Communication
- Coding
- Editing
- Complex Problem Solving
- Critical Logic Building
- Team Management
- German Language
- Digital Marketing

Hobbies:

- Painting
- Photography
- Editing
- Baking

Profile

As a highly motivated and detail-oriented Computer Science student, I am eager to learn and grow, also passionate about developing innovative software solutions and contributing to the advancement of technology. With a strong foundation in programming and data structures, as well as experience working on team projects and collaborating with peers, I am excited to apply my skills and knowledge to real-world challenges and make a meaningful impact in the industry.

Education

- **Computer Science, FAST – National University of Computer and Emerging Science (NUCES), Islamabad**
SEPTEMBER 2021 – PRESENT
- **FSC (Pre -Engineering), Lahore College for Women University, Lahore**
SEPTEMBER 2019 – JUNE 2021
Passed with **A+** Grade in Intermediate
- **Matriculation, APS Garrison Academy for Girls, Lahore**
MARCH 2017 – NOVEMBER 2019
Passed matriculation as High Achiever with **Silver Medal**
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Experience

- As an Officer of CS Events in **NASCON'23**, we have organized an event of BUGG CATCHER, attended by the participants from different universities.
- As a member of social media team in **ISYWSC'22 (IEE Islamabad Section Students/YP/WIE/SIGHT Congress 2022)** I was responsible for developing and executing a comprehensive social media strategy for the event.
- As member of Media Team, covered the event of **NASCON'22**. Duly acknowledged by University Management by awarding certificate of appreciation.
- After securing 1st Position in Arts competition, I was appointed as Ambassador of **MediTechx (E-Learning Project, affiliated with Microsoft for promotion of educational opportunities)**.

Projects

- Developed a text-based adventure game called "**The Quest for the Crystal Kingdom**" using **data structures** and algorithms. Implemented a dynamic map system using graphs to represent enchanted forest, enabling the player to navigate through obstacles and enemies. Utilized various data structures such as arrays, linked lists, and queues to manage player inventory, track progress, and handle game events.
- Using object-oriented programming principles to design and implement an efficient **Grocery Store System**, utilizing inheritance and polymorphism.
- Developed a **Brick Breaker Game in Assembly Language**, showcasing proficiency in low-level programming and memory management.
- Developed a fully functional **Rush Hour Game**, employing programming fundamentals and showcasing strong problem-solving skills and attention to detail.
- Developed a realistic and engaging **cricket game simulation** using advanced programming fundamentals, collaborating with a team to meet project requirements and deliver within specified timeline.