

Muhammad Saifullah Khan

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As a passionate and motivated Software Engineering student, I have a strong foundation in programming languages, data structures, algorithms, and software development methodologies. With a strong interest in machine learning and hands-on experience in data analysis and problem-solving, I have successfully completed various projects as part of my university courses. I am eager to apply my skills and enthusiasm to a dynamic organization where I can make valuable contributions and further develop my expertise.

Education

- **Happy Home School** 2018 - 2020
Matriculation
- **Government National College** 2020 - 2022
Intermediate
- **Institute of Business Management** 2022 - 2026
Bachelors of Software Engineering
 - **Completed Coursework:** Programming Fundamentals, Object Oriented Programming, Discrete Structures, Introduction to Software Engineering, Data Structures and Algorithms, Database Management System, Probability Theory and Statistics
 - **Society:** Member of Google Developers Student Club

Experience

- **Freelance Content Writer** 2020 - 2021
 - I crafted compelling website content tailored to the specific practice areas and target audiences of each law firm
 - Wrote and edited high-quality content and visually impactful programs under deadline pressure with exciting, captivating, and authentic approach.
 - Utilized exceptional writing, editing, and proofreading skills to produce engaging and error-free content.

Courses

- **Introduction to Python**
DataCamp
- **Intermediate Python**
DataCamp

Projects

● Hangman Game

- Developed a Hangman game in both C and Python using the Tkinter library.
- Demonstrated skills in game development, programming in C, and GUI development in Python.

● Connect 3 Game

- Developed a Connect 3 game in C, featuring a 7x7 board. Implemented functions to display the board, validate moves, make moves, check for wins, and detect ties.
- The game includes a user interface for two players, with the ability to play multiple rounds.
- Demonstrated proficiency in C programming, game logic, and user interaction handling.

● Text Editor

- Implemented a basic text editor in C++ capable of opening, displaying, inserting, and deleting text lines within a file.
- The editor utilizes dynamic memory allocation to handle text lines and provides a menu-driven interface for user interactions. Features include file handling, input validation, and saving changes back to the file.

● Inventory Management System

- Developed an Inventory Management System in Java, allowing users to add, remove, search, and sort products by ID, name, price, or quantity.
- Implemented a linked list structure to manage the inventory, featuring functionalities for dynamic updates and comprehensive product management.
- The system includes a user-friendly menu for interactive operations and ensures efficient inventory handling.

Skills

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|---|---------------------------------|
| • Programming Languages: C, C++, Java, Python | • Version Control Understanding |
| • Database Programming: MySQL | • Adaptability |
| • Virtualization Technologies | • Analytical Mindset |
| • Tools: PowerBi, VS Code, NetBeans | • Written Communication |