

Salman Hamzo

Junior Software Engineer

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EDUCATION

INTERMEDIATE IN GENERAL SCIENCE

DHACSS SKBZ CAMPUS

2019 - 2021

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

SZABIST UNIVERSITY

2022 - 2026

SKILLS

- Web Development
- Design Thinking
- HTML and CSS
- SWIFT and SWIFTUI
- Front End Coding
- Problem Solving
- JAVA
- Python
- C Language
- React.js and JavaScript

CERTIFICATIONS AND AWARDS

ZAB E Fest – SZABIST Karachi

Participant & Finalist in Multiple Competitions

- UI/UX Design Competition – 2024 & 2025: Qualified and presented UI prototypes both years.
- Startup Blueprint – 2025: Qualified with StudyMate, a peer tutoring platform.
- AI Competition – 2025: Qualified with an AI-based concept.

PROFILE

Dynamic Junior Software Engineer in my third year of Computer Science at SZABIST University. I have completed a rigorous iOS Development internship, gaining hands-on experience with cutting-edge tools and high-quality mobile applications. My solid foundation in software engineering principles and various programming languages, coupled with strong problem-solving skills, prepares me well for the tech industry. Passionate about technology and innovation. I am committed to applying my skills, collaborating with professionals, and contributing to groundbreaking projects. My dedication to excellence and continuous learning makes me a valuable asset ready to thrive in challenging environments.

WORK EXPERIENCE

IOS DEVELOPER (Internship)

Analog Mutations

July 2023 - October 2023

- Applied modern design patterns to ensure high performance and scalability.
- Designed and implemented multiple iOS applications using Swift and Objective-C.
- Utilized Xcode and the Interface Builder to create user interfaces.
- Developed and maintained unit tests for iOS applications.

PROJECTS

Eater and Passer Game (C Language)

Developed a console-based game in C called "Eater and Passer," featuring roles for consuming and moving objects. Implemented game logic, user interface, and efficient memory management, enhancing skills in C programming and game development.

Library Management System (Java)

Developed a Library Management System using Java, with MySQL for database management. Implemented features for book management, member registration, and transaction handling.

Number Guessing Game (Java)

Created a Java-based number guessing game project, reinforcing core Java concepts like object-oriented programming, user input handling, and control structures. Implemented error handling and user feedback to enhance user experience and learning of fundamental Java principles.

StudyMate Peer to Peer Learning Platform (React.js)

Co-founded StudyMate. Pakistan's first open-access peer tutoring platform built by students, for students. The platform connects university learners with verified peer tutors through smart matching, session tracking, and a simulated POS payment system.

It aims to empower financially constrained students to earn while helping others, without relying on institutional support. Developed a working prototype, designed the revenue model, and led the startup pitch at SZABIST's ZAB E Fest 2025.

AREAS OF INTERESTS

- Mobile App Development
- Artificial Intelligence
- Computer security in cryptography

LANGUAGES

- English
- Urdu
- Sindhi