

Sanniya Aslam

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Profile

BSCS student with strong logic-building and coding skills, aiming to grow as a skilled software engineer. Passionate about developing efficient applications and websites with a focus on quality, functionality, and user experience.

Education

BS-CS, *National University of Computer and Emerging Sciences* 2023 – present
Lahore, Pakistan

Projects

1. Space Invader Game (C++)

- Developed a classic Space Invader game using fundamental C++ programming and logic building techniques.
- Implemented game mechanics such as player movement, shooting, collision detection, and enemy behavior.

2. Facebook Management System (C++ with OOP and SFML Graphics)

- Built a comprehensive Facebook management system applying object-oriented programming principles in C++.
- Enhanced the system with a graphical user interface (GUI) using the SFML library for better user interaction.

3. Maze Runner Game (Assembly Language)

- Designed and programmed a Maze Runner game using Assembly Language.
- Applied low-level programming techniques to manage game logic, character movement, and level design.

4. Library Management System (React.js, Node.js, SQL Server)

- Created a full-stack Library Management System combining front-end (React.js), back-end server (Node.js), and database (SQL Server).
- Implemented complete CRUD (Create, Read, Update, Delete) operations, user authentication, and real-time data management.

Skills

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| • Programming Languages: C, C++, Python, JavaScript, Assembly Language | • App and Game Development: C++ (with SFML), Assembly Language |
| • Database Management: SQL Server, MySQL, MongoDB | • Version Control: Git and GitHub |
| • Web Development: HTML, CSS, React.js, Node.js | • Soft Skills: Problem-Solving and Critical Thinking, Teamwork and Collaboration, Communication Skills, Time Management, Adaptability and Quick Learning |

Languages

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| • Urdu | • English |
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