Muhammad Talha

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EDUCATION

Habib University   September 2020 - June 2024
B.S. Computer Science

Alpha College   September 2018 - August 2020
A-Levels

SKILLS

Languages: C/C++, Python, JavaScript, HTML/CSS, CUDA , SQL, Typescript
Tools: Git/GitHub, Bash, Yaml, Docker, FASTAPI, React, NodeJs, NextJs, Express, RestAPIs

EXPERIENCE

Jacqueline Construction | *Software Developer (Typescript/Node/NextJS/Express)*   October 2024 – Current

- Developed a full-stack job tracking application that reduced project reporting time by 30 minutes per day for construction managers
- Collaborated with Upper Management and stakeholders to ensure seamless user experience, increasing adoption rate by 40% among site supervisors.
- Created scripts and tools inhouse to simplify account reconciliation and automate time tracking and create time tracking reports.

QLU.AI | *Software Developer (Full Stack: TypeScript/Node.js/Next.js/Express)*   June 2024 – October 2024

- Designed a custom search algorithm using Cassandra, increasing data retrieval speed by 50% while maintaining encryption security.
- Built and deployed an attachment management system that handled 10,000+ files daily, streamlining document processing for clients.
- Worked closely with stakeholders to enhance user experience, leading to a 20% increase in customer engagement.

PROJECTS

Yohsin Connect | *Python, LangChain, FAISS, PyTorch, TensorFlow*   2024
- Developed an AI chatbot that instantly responds to prospective students' questions, reducing inquiry response time by 80%. .
- Integrated TensorFlow and PyTorch LLM models to generate human-like answers, improving response accuracy by 35%.
- Leveraged LangChain and FAISS for optimized information retrieval from large university document databases.

Personal Home Lab and Smart Home Setup | *YAML, Python, Docker,*   Ongoing
- Set up and managed multiple smart home services like Jellyfin for media streaming, Home Assistant for automation, and Transmission Daemon for file sharing.
- Used Docker to efficiently organize and deploy these services, ensuring everything runs smoothly with minimal effort.

BomberMan Clone | *C++, SDL2, SPRITE ANIMATIONS, POLYMORPHISM*   December 2021
- Recreated the classic Bomberman game from scratch, adding animations and custom features to make the game more dynamic.
- Designed the game using organized coding practices, which improved the code's flexibility and made it easier to update or expand.