

# Muhammad Talha

 [/Talha771](#)  [in/tjbravo](#)  [talha.j771@gmail.com](mailto:talha.j771@gmail.com)  [\(214\)-909-3357](tel:(214)-909-3357)

## EDUCATION

**Habib University**  
*B.S. Computer Science*

September 2020 - June 2024

**Alpha College**  
*A-Levels*

September 2018 - August 2020

## 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

- Design and develop cutting-edge web application.
- Collaborate with design and product team to create applications that comply with design and user flows
- Use best-practices and industry standard tools such as git, eslint, Kanban, JIRA and Linear.

**QLU.ai** | *Software Developer (Full Stack: TypeScript/Node.js/Next.js/Express)*

June 2024 – October 2024

- Implemented a custom search algorithm using Cassandra on an at-rest encrypted database, ensuring security and efficiency.
- Singlehandedly deployed attachment functionality, managing the complete development lifecycle for front-end and back-end integration.
- Collaborated with design and product teams to create user-centric applications adhering to design principles and user flow requirements.

## PERSONAL PROJECTS

**Yohsin Connect** | *Python, LangChain, FAISS, PyTorch, TensorFlow*

2024

- Developed a Retrieval Augmented Generation (RAG) chatbot to provide instant responses to inquiries from prospective students at Habib University.
- Integrated advanced LLM models using TensorFlow and PyTorch to understand and generate human-like responses.
- Utilized LangChain for streamlined implementation of chat functionalities and FAISS for efficient information retrieval from a large vector database/store of university related documents.

**Personal Home Lab and Smart Home Setup** | *YAML, Python, Docker,*

Ongoing

- Configured diverse services: Jellyfin, Home Assistant, Transmission Daemon with public access
- Managed Docker containers for efficient deployment

**BomberMan Clone** | *C++, SDL2, SPRITE ANIMATIONS, POLYMORPHISM*

December 2021

- Recreated the famous bomberman game in C++ using SDL2 including sprite animations, and custom game mechanics
- Implemented OOP design patterns, polymorphism