

# Muhammad Talha

 /Talha771  in/tjbravo  talha.j771@gmail.com  (214)–909-3357

## EDUCATION

---

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

September 2020 - June 2024

**Alpha College**  
*A-Levels*

September 2018 - August 2020

**Saint Michaels Convent School**  
*Primary - O levels*

September 2004 - September 2018

## EXPERIENCE

---

**QLU** | *Software Developer (Typescript/Node/NextJS/Express)*

June 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** | *Software Developer (Typescript/Node/NextJS/Express)*

June 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.

## PERSONAL PROJECTS

---

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

Ongoing

- 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.
- Ensured seamless operation and scalability of the chatbot by deploying it with Streamlit

**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

**Sorting Visualizer** | *Python, Tkinter, Data Structures*

August 2022

- Developed a real-time sorting algorithm visualization tool using Tkinter, showcasing sorting algorithms' step-by-step processes to enhance understanding.

## SKILLS

---

**Languages:** C/C++, Python, JavaScript, HTML/CSS, CUDA , SQL  $\LaTeX$

**Tools:** Git/GitHub, Bash, Yaml, Docker, FASTAPI