

Muhammad Talha

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EDUCATION

Habib University <i>B.S. Computer Science</i>	September 2020 - June 2024
University of Cambridge <i>GCSE Engineering</i>	August 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, Unix

EXPERIENCE

Jacqueline Construction <i>Software Developer - Typescript/Node/NextJS/Express</i>	October 2024 – Current
<ul style="list-style-type: none">Developed a full-stack job tracking application that reduced project reporting time by 70%.Collaborated with Upper Management and Site Supervisors to ensure seamless user experience, increasing adoption rate by 40% among site supervisors.Automated toll tracking with NTTA API integrations to generate automated driver-level reportsDeployed a time tracker for billable hours by project to support accurate P&L generation.	
QLU.AI <i>FullStack Engineer – TypeScript, Node.js, Next.js, Express</i>	June 2024 – October 2024
<ul style="list-style-type: none">Developed a high-performance, Cassandra-backed search algorithm, improving query speed by 50% while ensuring end-to-end data encryption.Engineered and deployed a scalable attachment system processing over 10,000 files daily, optimizing file handling for clients.Partnered with designers and product stakeholders to revamp core user flows, leading to a 20% increase in user engagement.	
Systems Limited <i>Backend Development Intern – Java, Springboot, JBDC</i>	June 2024 – October 2024
<ul style="list-style-type: none">Designed and developed an end-to-end internal ticket tracking system with two service variants using SOAP and REST APIs.Built backend services using Node.js and Express, exposing both SOAP and REST endpoints, and implemented business logic via modular servlets and microservices.Developed a mock frontend with Next.js to simulate user interactions and visualize ticket data for internal QA and stakeholder demos.	

PROJECTS

Yohsin Connect <i>Python, LangChain, FAISS, PyTorch, TensorFlow</i>	2024
<ul style="list-style-type: none">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.	
Custom Unix Shell Implementation <i>C, Unix/Linux Systems Programming, Process Management</i>	2024
<ul style="list-style-type: none">Developed a fully functional Unix shell from scratch, implementing core features like process management, pipe operations, and signal handlingImplemented built-in commands and system calls demonstrating deep understanding of Unix/Linux internals	
BomberMan Clone <i>C++, SDL2, SPRITE ANIMATIONS, POLYMORPHISM</i>	December 2021
<ul style="list-style-type: none">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.	