





Muhammad Talha

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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, Unix

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 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 reports
- Deployed a time tracker for billable hours by project to support accurate P&L generation.

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

- 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.

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.

Custom Unix Shell Implementation | *C, Unix/Linux Systems Programming, Process Management* 2024

- Developed a fully functional Unix shell from scratch, implementing core features like process management, pipe operations, and signal handling
- Implemented built-in commands and system calls demonstrating deep understanding of Unix/Linux internals

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.