

Muhammad Tayyab

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SUMMARY

Skilled Full Stack Developer with strong problem-solving skills. Adept at competitive programming, securing top positions in coding competitions. Strong understanding of OOP principles, and real-world software design. Proficient in C++, JavaScript, and MERN with hands-on experience in backend development and database management. Seeking opportunities to apply expertise in software development in real-world projects.

EXPERIENCE

Developer – Microsoft Learn Student Ambassadors (MLSA) Team

Jan '25 — Present

Maintaining and enhancing the official MLSA website. Collaborating with team members to implement features, fix bugs, and improve site performance and usability.

Client Project

Apr '25 — Apr '25

Developed an Windows Forms game in C# with increasing difficulty, random enemy movements, and background sound effects using OOP concepts. Delivered a playable desktop game in accordance to client requirements.

PROJECTS

Microservices [Link](#)

- Developed a ticketing application using Node.js microservices. The system includes modular services for **auth**, **tickets**, **orders**, **payments**, and **expiration**, with shared logic extracted into a reusable common module published as an **NPM package**.
- Deployed all services to a **Kubernetes cluster**, with **Ingress-NGINX** managing internal routing and **NATS Streaming** handling inter-service communication.
- Used **Scaffold** for rapid local development with live reloads and streamlined Kubernetes deployments.
- Integrated **Docker** for containerization and implemented a full **CI/CD pipeline** for automated testing and deployment.

Multivendor E-Commerce Platform [Link](#)

- Developed a fully **MERN** stack multivendor e-commerce platform with **customer**, **seller**, and **admin** roles, enabling seamless **product management**, **order processing**, and **role-based access control**.
- Implemented a backend with **Node.js** and **Express.js**, creating **RESTful APIs** for authentication, product handling, and order processing. Utilized **MongoDB** for scalable data storage.
- Designed an interactive frontend using **React.js**, with **Redux Toolkit** for state management and dynamic UI updates.

Portfolio Website [Link](#)

- Built with Next.js, Tailwind CSS, JavaScript.
- Includes information about me, personal projects, tech stack, achievements and contact info.

Solitaire Game [Link](#)

- Developed a **Solitaire game** in C++, implementing core game mechanics using **data structures and algorithms** for efficient gameplay.
- Utilized **queues** for the waste pile, **stacks** for foundations, and **linked lists** for tableaux, ensuring structured card management.
- Implemented the **Fisher-Yates shuffle algorithm** for randomized and fair card shuffling.

E-Commerce Application [Link](#)

- Developed a full-stack E-commerce application using the MERN stack. Features include user authentication, Redux for state management, product management, and order processing.

My Database [Link](#)

- Developed a custom **SQL-like database engine** in C++ with support for **SELECT**, **INSERT**, **UPDATE**, and **DELETE** queries using a regex-based parser.
- Implemented a **file-based** storage system and schema manager for dynamic table creation and persistent data handling.
- Support for **Complex logical conditions** (AND, OR, NOT) in WHERE clauses using a custom expression evaluator.

SKILLS

Programming Languages C++, JavaScript, TypeScript, C#

Frontend Development HTML, CSS, React.js, Redux, Redux Toolkit, Next.js

Backend Development Node.js, Express.js, REST, Docker, Kubernetes, Microservices, CI/CD

Databases SQL, MongoDB, MySQL

EDUCATION

BS in Computer Science, University of Engineering and Technology, Lahore

May '23 — Present

ACHIEVEMENTS	
Digital Pakistan Speed Programming Ignite Contest Competed among 1400+ teams nationwide , featuring the country’s top programmers. Qualified for the Top 50 on-site final round and secured a Top 25 position in the finals.	Jul '25
Runner-Up at PUCON'25 held by Punjab University Secured 2nd place out of 130+ teams by competing in 2 rounds.	May '25
Runner-Up in Code Rush'25 Competitive Programming held by ITU Secured 3rd position out of 130+ teams by competing in 2 rounds.	May '25
Winner in Logiz Blitz'25 held by UET Secured 1st place by solving complex coding problems.	May '25
Runner-Up in SOFTEC'25 Programming Competition held by FAST Lahore 170 Programming teams ' hours of coding and secured 3rd position.	Apr '25
Runner-Up in UTS 5.0 Coding Competition Secured 2nd place by solving challenging algorithmic problems under time constraints.	Jan '25
Position Holder in CodeX Programming Contest Achieved 3rd place , solving 5/6 problems, demonstrating strong problem-solving skills.	Jan '25
Winner in ACM Coding Contest Secured 1st place by solving complex coding challenges in a high-stake competition.	Dec '24
Runner-up in Speed Coding at MechTech’24 Earned 2nd place for writing optimized code under extreme time pressure.	Jan '24