

Wajeeha Fatima

Software Developer

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Highly skilled and enthusiastic IT professional with excellent problem-solving and analytical abilities. Eager to continuously improve professional skills by seeking out challenging opportunities in a fast-paced environment

EDUCATION

- ❖ Information Technology | Punjab University College of Information Technology *CGPA: 3.85 | (Sept' 19 - Current)*
- ❖ FSc. Pre-Engineering | Punjab Group of Colleges *89.63% | (Jun' 17 - Jun' 19)*

EXPERIENCE

- ❖ **Apprenticeship – MLabs Fellow | Mindstorm Studios** *(July' 21 - Sept' 21)*
Developed a Hyper Casual Game entitled "Sundae Rush" while exploring Game development, design and art Training modules
Worked on Blender for 3D Modeling and Unity Game Engine
- ❖ **Front-end Developer Intern | Interns Pakistan** *(June' 22 - July' 22)*
Implemented a system for COVID-19 Screening Test while learning Bootstrap, JavaScript, jQuery and PHP. Also Developed a website using WordPress with its basic modules.
- ❖ **Teaching Assistant | Punjab University College of Information Technology** *(Oct' 21 - Current)*
Mentor 200+ students in different subjects which include Data Structures and Algorithms, Web Engineering and Machine Learning while working under the supervision of highly qualified faculty members

ACADEMIC PROJECTS

- ❖ **Detection of Eating Activates using Sensors** *Final Year Project*
Implementing more efficient algorithms to detect and analyze eating behaviors in real-time, main goal is to identify potential interventions that can help people to eat more healthily or to manage eating disorders. Using 3-axis Accelerometer and Gyroscope that offers a convenient and non-invasive way to collect data about eating behaviors, and use of machine learning algorithms.
- ❖ **Bracket** *(Mar' 22)*
Developed a professional social networking site for career development using AJAX, Python (Flask) and apply socket programming for implementing chat system.
- ❖ **Cricket Simulation** *(Jan' 21)*
Implemented a one-man game, designed and programmed in C++, best recognize for its Graphical User Interface (GUI) and basic functionalities implemented at a core level
- ❖ **Canvas – Online Art Gallery** *(Oct' 20)*
Developed an online store for selling artworks using HTML and CSS as Front-end Technologies and MySQL for storing artworks and performing database operations

SKILLS

- ❖ **Framework and Languages** C#, C, Python (Pandas, PyTorch, NumPy, Scikit-learn, Matplotlib), SQL, ASP.Net Core, Oracle, XML, Firebase, SQLite, Socket.io, React, MongoDB, NodeJS, Tensor flow, Flutter, AWS, Java
- ❖ **Tools and Technologies:** Android Studio, VS Code, Git, GitHub, Visual Studio, Jupyter Notebook, Linux, Eclipse, Pycharm, NetBeans, IntelliJ IDEA, Firebase, Cisco Packet Tracer, Ubuntu, Xampp
- ❖ **Soft Skills:** Time Management, Teamwork, Problem-solving and Algorithm, Documentation, Engaging Presentation, UI/UX Design, Leadership

ACHIEVEMENTS

- Achieved 10th position among 46 teams in Code Fest PUCIT'22
- High Achiever throughout the degree