

MUHAMMAD ABISH BAIG
COMPUTER SCIENCE STUDENT
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 @abishbaig

 /abishbaig

SKILLS

- ❖ **Programming Languages:** C++, Python
- ❖ **Mobile App Development:** Flutter (Frontend)
- ❖ **Game Development:** Unity with C#
- ❖ **Version Control:** Git & GitHub
- ❖ **Database Management:** MySQL, SQL

EDUCATION

- ❖ **BSc Computer Science**
 - University of Management and Technology (UMT)
 - Current CGPA: 3.91/4.00
 - Expected Graduation Date: November, 2026
- ❖ **Intermediate (Fsc Pre-Medical)**
 - Hamza Army Public School and College, Rawalpindi
 - Percentage: 87.64%

ACADEMIC PROJECTS

- ❖ **Mental Health AI App (Flutter) – 5th Semester (Software Engineering Course)**
 - Developed as part of a 3-member team:
 - Collaborated on UI/UX design and custom RAG-based AI using Azure Virtual Machines.
 - Focused on Flutter/Dart development and integration with FastAPI for chatbot.
- ❖ **2D Asteroids Game (Unity) – 4th Semester (Game Design and Development Course)**
 - Developed a 2D Asteroids Shooter game using Unity and C#. Implemented player movement, shooting mechanics, and collision physics.

EXPERIENCE

- ❖ **Peer Tutor | University of Management and Technology (UMT)**
March 2023 – June 2023
 - Provided Programming Fundamentals (C++) tutoring to junior students. Assisted tutees with coding assignments, debugging, and logic-building techniques.
- ❖ **Freelance Programming Tutor | TeacherOn.com**
2024 – Ongoing
 - Teaching Object-Oriented Programming (OOP) to students online.

ACHIEVEMENTS

- ❖ **Rector Merit Award | University of Management and Technology (UMT)**
2023
 - Awarded in 1st Semester for achieving a perfect CGPA of 4.00/4.00
- ❖ **Campus Ambassador | Perplexity**
2025
 - Selected as Perplexity Campus Ambassador for year 2025