Adil Mir

BS Computer Science

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EDUCATION

PUNJAB COLLEGE

2017-2019
FSC.

FAST NUCES

2019-Present
BSCS

COURSE WORK

- Programming Fundamentals
- Object Oriented Programming
- Data Structures
- Database
- Design and Analysis of Algorithm
- Operating Systems
- Software Design and Analysis
- Artificial Intelligence
- Software Engineering
- Software for Mobile Devices
- Web Programming

SKILLS

PROGRAMMING

C | C++ | Python | HTML
React | Node | Mongo | SQL
CSS | Java

LANGUAGES

Urdu | English

CERTIFICATES

Great Learning

2021

OOPs in Java

PROJECTS

VIDIFY- ANDROID APPLICATION

2022

Vidify is video and audio calling android application. It enable users to communicate with each other. It is developed in android studio with java as coding language. It provides the functionalities of login, signup, sign-out. It uses Jitsi meet API for the calls and firebase for authentication, Remote invitations and storing user data along with SQLite.

CHATIFY- WEB APPLICATION

2022

Chatify is a web based application developed using the MERN stack. Chatify helps user to send messages to others. It provides the basic functionalities such as Login, signup, sign-out and audio/video calls. It allows 1-to-1 chat only. All the user passwords are stored on MongoDB encrypted. Socket.io is used for messaging.

VIM TEXT EDITOR - JAVA

2021-2022

A copy of VIM editor made in java with JavaFX. Has basic functionalities such as normal mode, edit mode, insert mode. Two versions of the project were made GUI version and console version. Both provided the same functionalities. Followed the proper design principles and Layering.

TETRIS - C++

2020-2021

Tetris game made in C++ with proper GUI. The game has all the pieces and rotation mechanisms. The game was made with proper Objected Oriented Programming. Different classes for each piece and Polymorphism for generating the pieces.

SPACE INVADER - C++

2019-2020

Space Invader game made in C++ with proper GUI. The game had login and signup functionalities which were implemented using file system in C++. It consisted of 3 modes. Easy, Normal and Hard. Each level had different number of aliens. Aliens had health so did the spaceship. Spaceship is controlled by the user. Both spaceship and Aliens fired bullets and health gets reduced after each bullet taken.