

Syed Muhammad Ashar Jaffery

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Professional Summary

Enthusiastic and detail-oriented **Software Engineering** student with hands-on experience in **web development**, **object-oriented programming**, and **database management**. Adept in building user-focused, efficient, and responsive applications. Skilled in **HTML**, **CSS**, **Java**, and **Python**, with a solid understanding of **software design principles** and **version control**. Committed to developing innovative **software solutions** and continuously enhancing **technical expertise**.

Objective

To secure a **Software Engineering or Web Development role** where I can apply my **programming**, **problem-solving**, and **development skills** to build impactful and scalable applications while contributing to team success and organizational innovation.

Education

Sir Syed University of Engineering and Technology

- Bachelor in Software Engineering (Oct 2024 – Present)

Govt. Degree Science and Commerce College

- Intermediate | Pre-Medical

Caretakers Academy

- Matric | Science
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Technical Skills

Programming & Development:

- **Languages:** Java, Python, HTML, CSS, JavaScript (basic)
- **Object-Oriented** Programming and Design Patterns
- **Web Development:** Front-end design and responsive layouts
- **Database Management:** SQL, PostgreSQL
- **Version Control:** Git, GitHub

Software Tools & Frameworks:

- Visual Studio Code, IntelliJ IDEA, Eclipse • Microsoft Office Suite (Excel, Word, PowerPoint)

Other Technical Skills:

- **Debugging** and **Problem-Solving**
- **Software Testing** and **Documentation**
- **Agile Development Practices**
- **Collaboration and Communication**

Projects

Netflix Clone (HTML & CSS)

- Developed a responsive Netflix home page clone using HTML and CSS.
- Focused on UI design, layout structure, and styling consistency.
- Implemented reusable CSS components and media queries for adaptability.

Pacman Game (Java)

- Built an interactive Pacman-style game using Java and Object-Oriented Programming principles.
 - Implemented movement controls, collision detection, and scoring logic.
 - Applied encapsulation and class-based design for modular and efficient code.
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Languages

- **Urdu** – Native proficiency
- **English** – Business proficiency