

Abdul Raqeeb

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SUMMARY

Software Engineering graduate with hands-on experience in Flutter, Unity, Python, and ML. Developed mobile, web, and game apps through projects and internships.

EDUCATION

Bachelor of Science in Software Engineering

Sindh Madressatul Islam University (SMIU), Karachi

2021 – 2025

- CGPA: 3.4 / 4.0
 - Relevant Courses: Data Structures, AI, DBMS, Mobile App Development, Software Engineering, Programming Fundamentals, OOPS, Information Security, NLP.
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PROJECTS

AI-Munshi App – Flutter, Firebase, Python

- Developed a mobile app that predicts item prices using Python machine learning models
- Integrated Firebase for backend data storage and user authentication

Froggy's Fate – Hyper-Casual Mobile Game – Unity, C#

- Designed and implemented core game features and level mechanics
- Focused on smooth gameplay experience and remote team collaboration

Medical Store Management System – C#, .NET Framework, MySQL

- Built a complete desktop solution for medicine inventory, billing, and record management
 - Implemented database connectivity and custom UI
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INTERNSHIP EXPERIENCE

Game Development Intern – MLabs, Lahore (Remote)

- Supervised by **Yasir Awan**
 - Developed the core mechanics of Froggy's Fate, a hyper-casual mobile game
 - Built user interactions and physics-based gameplay in Unity using C#
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TECHNICAL SKILLS

- **Languages & Frameworks:** Python, C#, C++, JavaScript, HTML, CSS, Dart, Flutter, .NET Framework, Wordpress, Shopify
 - **Libraries & Tools:** NumPy, Pandas, Scikit-learn, Firebase, MySQL, Git, GitHub
 - **Technologies:** Unity 3D, Machine Learning, WordPress, Webflow, Data Analysis
 - **Soft Skills:** Teamwork, Communication, Problem-Solving, Adaptability, Time Management
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CERTIFICATIONS

- **Fundamentals of Machine Learning** – MachineLearning++ (Online Platform)
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LANGUAGES

- English(Fluent)
- Urdu(Fluent)
- Hindko(Native)