

Syed Muhammad Ashar Jaffery

Phone: +92 370 2563343

Email: asharjaffery7@gmail.com

LinkedIn: www.linkedin.com/in/ashar-abbas151214

GitHub: github.com/asharj316

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
-

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.
-

Languages

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