

Salman Fareed Chishty

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Professional Summary

Practical and results-driven Software Developer with hands-on experience in backend development, AI automation, data analysis, and game development. Strong foundation in Python and C++ with solid knowledge of databases (MySQL), assembly (EMU8086), and UI development (Tkinter). Experienced building voice-activated assistants, chatbots, and production-style project modules. Comfortable working across full stack and low-level programming domains. Looking for roles where I can apply strong problem-solving skills and deliver production-ready software.

Key Skills

- Languages: Python, C++, JavaScript, SQL (MySQL, SQLite)
- Frameworks / Tools: Tkinter, Unity, Ursina Engine, Flask (concepts), Node.js (concepts)
- AI & Automation: ChatGPT API integration, speech recognition, WolframAlpha/Wikipedia integration
- Game & 3D: Unity, Ursina, GLTF/GLB models, 3D animation pipelines
- Systems & Low-Level: EMU8086 Assembly, CPU-level logic
- Other: Data analysis (mean/median/mode, plotting), Git, Responsive web basics (HTML/CSS)
- Soft skills: Problem solving, teamwork, clear documentation, project planning

Selected Projects & Experience

Voice-Activated 'Jarvis' Assistant — Personal Project

Designed and implemented a voice-controlled desktop assistant with face & password login, chat history persistence, Wikipedia/WolframAlpha search, screenshot capability, and modular command handling. Implemented using Python, speech recognition, and a Tkinter-based UI for easy desktop deployment.

Smart ChatBot + Desktop Assistant Integration

Built an integrated AI chatbot and desktop assistant with a single UI, persistent chat history (DB), and multi-module architecture. Focused on reliable DB connectivity, conversational context management, and automation workflows.

Real Estate Application (Python)

Developed a multi-module Real Estate application (Admin, Buyer, Seller, Login/SignUp) with MySQL backend and CRUD operations. Handled user authentication, role-based access, and database queries for listings management.

Minecraft-style 3D Game — Ursina Engine

Implemented a Minecraft-like prototype using the Ursina Engine: chunk generation, player controls, block interactions, and basic lighting. Focused on performance and intuitive game mechanics.

EMU8086 Assembly Projects

Developed full-featured projects in EMU8086 including a complete Snake game (tail, fruit, scoring) and an extended Caesar Cipher project with robust input/output handling and detailed project report for academic submission.

3D GLTF/GLB Animation & 3D Asset Requests

Created and commissioned GLTF/GLB assets and animations, including requests for realistic human animation sequences and 3D text animations.

Voice-Command Code Generator (Prototype)

Prototype for generating code from spoken prompts using speech recognition and ChatGPT API integration. Emphasized accuracy of intent parsing and security around code execution.

Freelancer — SEO & Business Listings Specialist

Managed local SEO campaigns, Google Business Profile optimizations, citation building, PDF/article submissions to authority sites, and NAP audits. Improved local visibility for small businesses through structured listing strategies.

Education

BS (Software Engineering) — Lahore Garrison University (Currently enrolled, 4th semester)

Relevant coursework: Software Construction & Development (SEC6402), Computer Organization & Assembly Language, Databases, Data Structures

Selected Technical Highlights

- Integrated ChatGPT API into desktop and web prototypes for conversational automation.
- Designed database schemas and implemented queries (joins, stored procedures, normalization best practices).
- Implemented GUI apps using Tkinter for desktop deployment and usability.
- Completed academic and portfolio projects in EMU8086 assembly and low-level programming.
- Experience creating and requesting high-quality 3D assets (GLTF/GLB) and animations.

Certifications & Awards

Certifications available upon request. Academic project awards and course distinctions included in transcript.