DANISH BAJWA (UG SOFTWARE ENGINEER)

**CONTACT**

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# CODDING SKILLS

* Flutter - 4
* Machine Learning (Basic) - 3
* Java (Swing, AWT) - 2
* HTML, CSS, JS (Basic Web Development with Flask) - 3
* MYSQL – 3
* C, C++ - 4
* Python – 3

# SOFT SKILLS

* Programming & Development
* Prompt Engineering & AI Integration
* Database and Queries
* Project Management and Documentation (SDLC and SRS)
* Logical And Analytical Thinking
* Time Management and Team Collaboration
* Research and Study

# EDUCATION

* BEACHELORS OF SOFTWARE ENGINEERING (NUST ’27)
* FSC (PUNJAB COLLEGE)
* SCHOOLING (ALLIED SCHOOL)

# ACADEMIC PROJECTS

* Java + SQL – 2nd Semester  
  BANK MANAGEMENT SYSTEM
* • Developed a desktop banking system using Java Swing and AWT with SQL backend for data storage.
* • Implemented features like account creation, transactions, balance inquiry, and admin controls.
* • Integrated backend logic for CRUD operations; handled secure data flow and form validation.
* • Designed system architecture and documented SRS, DFD, and ER diagrams.
* Java + File Handling – 3rd Semester  
  LIBRARY MANAGEMENT SYSTEM
* • Built an interactive desktop system using Java Swing and AWT for managing book inventory.
* • Enabled functions such as issue/return, member registration, and search capabilities.
* • Handled backend logic using file handling; ensured efficient data retrieval and updates.
* • Led UI layout design and full-cycle project documentation.
* Python (Flask) + Web Frontend – 4th Semester  
  CPU SCHEDULER SIMULATION
* • Developed a dynamic CPU scheduling simulator with Flask (Python) for backend processing.
* • Designed responsive frontend using HTML, CSS, and JavaScript with live visualizations.
* • Implemented algorithms like FCFS, SJF, and Round Robin with Gantt chart output.
* • Enabled user inputs to test various scheduling scenarios and real-time results display.
* Flutter + Hive – Side Project  
  TO-DO APPLICATION
* • Created a cross-platform task management app with local storage via Hive database.
* • Implemented real-time task addition, completion toggles, and persistent storage.
* • Followed MVVM architecture; focused on state management and data binding.
* Flutter – Side Project  
  E-COMMERCE MOBILE APP
* • Designed a visually appealing e-commerce frontend using Flutter widgets.
* • Developed product listing, cart functionality, and checkout screens.
* • Practiced responsive design principles and clean UI with local asset handling.

# SUMMARY

Fourth semester Software Engineering student with hands-on experience in full-cycle development of academic and side projects using Java, SQL, Python (Flask), and Flutter. Proficient in object-oriented programming, UI/UX with Java Swing and AWT, and frontend technologies like HTML, CSS, and JavaScript. Successfully developed management systems (banking, library, inventory) and simulations (CPU scheduler), integrating clean UI with robust backend logic. Demonstrated ability to manage databases (MySQL, Hive), apply SDLC principles, and build mobile apps. Eager to expand into full-stack and mobile development with a strong foundation in system design, documentation, and collaborative programming.