

Fahad Ahmed

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Professional Summary

Computer Science student specializing in AI, web, and game development. Skilled in C++, Unity (3D & 2D), and SQL with hands-on experience building interactive games, database systems, and algorithmic solutions. Passionate about AI, R&D, and prompt engineering, with a focus on developing scalable, efficient, and user-driven applications.

Experience

Game Development Intern

2025

Tintash

- Collaborated on game features using Unity and C#.
- Developed and shipped several games during internship.

IT & Gaming Society President

2022 – 2023

A-Levels

- Led society activities and organized 3 tech-driven events (e.g., Colosseum).
- Enhanced leadership and event management skills.

Education

FAST NUCES, Lahore

2023 – Present

Bachelor of Science in Computer Science

Specialization: Artificial Intelligence & Game Development

Beaconhouse School, Lahore

2021 – 2023

A-Levels

Grades: 1A* & 2As

Achievements: Merit Scholarship (100% tuition waiver), Medal of Honor for exceptional results

Beaconhouse School, Lahore

2019 – 2021

O-Levels

Grades: 7A*

Achievement: Outstanding academic performance with all A* grades

Skills

Programming: JavaScript, C++, C#, SQL, Assembly Language, HTML, CSS

Game Development: Unity (3D & 2D), Game Physics, Collision Detection, Level Design

Web Development: React, TypeScript, Tailwind CSS, FastAPI

Cloud & DevOps: AWS (IAM, EC2, VPC, EBS, Lambda, Elastic Beanstalk, RDS), Scalable Architectures

Database: SQL, Database Design, System Security

Concepts: Object-Oriented Programming (OOP), Data Structures, System Design, Low-Level Programming

Tools: Git, LocalStorage API, Chart.js, BIOS Interrupts

Certifications & Coursework

AWS Cloud Computing Coursework – All labs completed with 100/100 scores

Hands-on experience with IAM, EC2, VPC, EBS, Lambda, Elastic Beanstalk, RDS, and scalable architectures

Projects

1. Portfolio Website: Designed and developed a personal portfolio website with HTML, CSS, and JavaScript. Implemented dark/light theme toggle. Created smooth scrolling navigation, interactive project gallery, and mobile-responsive layout.

2. Fixify – Service Marketplace: Built a full-stack marketplace connecting customers with verified service providers using React, TypeScript, and FastAPI. Features include booking, scheduling, real-time communication, admin dashboard, and dark/light mode.

3. Expense Tracker Dashboard: Developed a financial management app with HTML, CSS, and JavaScript featuring interactive charts, categorization, and LocalStorage persistence.

4. John Lemon's Haunted Jaunt (3D Maze Game): Created a 3D adventure game in Unity with C#, implementing player movement, environment interaction, and maze mechanics.

5. Hotel Management System: Designed a C++ OOP system for hotel bookings, check-in/out, and payment processing.

6. Election Voting System: Built an SQL-based voting system with authentication, automated counting, and result visualization.

7. Sudoku Game in Assembly: Implemented Sudoku using x86 Assembly with BIOS interrupts and direct video memory manipulation.

8. Flappy Bird (2D Game): Developed an endless runner in Unity with C# featuring obstacle mechanics, score tracking, and smooth controls.

9. Bingo Game (C++): Created a multiplayer Bingo game with a UI, real-time scoring, and dynamic card generation.

Achievements & Activities

- **Model United Nations (2019):** Developed public speaking, critical thinking, and diplomacy skills.
- **Scholarship & Honors:** Merit-based full scholarship for A-Levels, Medal of Honor.
- **Leadership:** Served as President of IT & Gaming Society, organizing tech events and workshops.