

Ghulam Dastgir

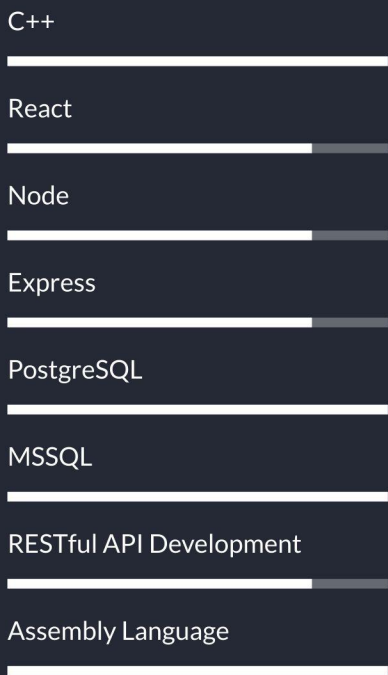
Details

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Links

[Linkedin](#)
[Portfolio](#)
[GitHub](#)

Skills



Languages



Profile

Computer Science student at FAST University with strong problem-solving and analytical skills, passionate about building clean, responsive, and user-focused web applications.

Projects

SPACE INVADERS GAME (C++)

- Implements classic Space Invaders in C++ with Windows API graphics.
- Controls spaceship using arrow keys and shoots with spacebar.
- Features alien waves, bullet collision, and increasing difficulty.
- Tracks and stores top 5 high scores on a leaderboard.

SOCIAL NETWORK APP (C++)

- Console-based social network app developed in C++ using OOP concepts.
- Supports user login/logout, home page, and friend interactions.
- Features liking, commenting, reposting, and viewing posts.
- Implements classes, inheritance, encapsulation, and polymorphism.

MAZE RUNNER GAME (COAL)

- Classic maze game in pure x86 Assembly with procedural generation.
- Collect power-ups, avoid enemies, and beat a dynamic timer.
- Uses BIOS interrupts and custom handlers for real-time input and rendering.
- Features 5 unique mazes and time-based scoring with arrow key controls.

Task Management System (React.js, Node.js, MSSQL)

- Developed a database-driven platform for team task coordination.
- Implemented secure login, task creation, deadlines, and priorities.
- Built MSSQL schema and optimized queries for fast task retrieval.
- Integrated Node.js backend with clean React.js admin UI for smooth task tracking.

Expense Tracker App (React, Tailwind, Node.js, PostgreSQL)

- Built a finance management app to track expenses and budgets.
- Designed responsive React (Vite) UI with Tailwind CSS.
- Secured backend using JWT authentication and bcrypt encryption.
- Supported multi-currency, timezone, and receipt storage features.

Education

BS(CS), FAST NUCES, LAHORE

AUGUST 2023

Courses

Full-Stack Web Development Bootcamp, Udemy

MAY 2025 – JULY 2025