

HAMMAD ALI

Phone: +92 317 3761464 , Email: ha2610915@gmail.com

Address: House no. 3, Street 1(b), Bilal Colony, Opp HBL, Mansehra Road, Abbottabad

SUMMARY

A motivated and dedicated individual pursuing BS Software Engineering from COMSATS University Islamabad (Abbottabad Campus). Passionate about developing modern, user-friendly applications with strong problem-solving abilities.

EDUCATION

- BS (Software Engineering)

COMSATS University Islamabad (Abbottabad Campus)

Expected Graduation: 2026

- Intermediate

The Muslim School & College, Abbottabad

770/1100 (70%) — 2020-21

- Matric

The Muslim School & College, Abbottabad

853/1100 (78%) — 2018-19

SKILLS

○ **Programming Languages**

- HTML, CSS, JavaScript
- React.js (Beginner)
- Unity (C#)
- Flutter (Beginner)
- Node.js, MongoDB (Basic)

○ **Soft Skills**

- MS Office
- Communication
- Customer Care
- Teamwork

Languages

- English (Intermediate)
- Urdu (Native)

PROJECTS

- Personal Portfolio Website

A responsive personal portfolio website using HTML, CSS, & JS. To showcase my skills and projects.

- Converty

An online all-in-one file conversion tool that converts images, videos, documents, and even extract text without installing any software. It uses modern web technologies and APIs to provide fast, simple, and reliable file conversions.

- Quickbite – Food Delivery App

UI/UX design of a food delivery app, covering design system, wireframes, final UI, and interactive prototypes in Figma.

- Pet grooming & Management System (FYP)

Web-based Pet Grooming and Care Management System that enables users to book grooming, training, or veterinary appointments online. (In Progress)

EXPERIENCE

- Front-End Developer (Project Based) — 2023–Present
Designed multiple responsive web pages and personal portfolio projects.
- Game Development – Unity 3D — 2023–Present
Developed 3D games including endless runner with physics, animations, and object pooling.
- Academic Project Development — 2022–Present
Worked on various university software engineering projects and documentation.