

Hamza Saeed

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Education

Fast NUCES	2021-2025
<ul style="list-style-type: none">Bachelor of Computer Science	
The City School	2017-2021
<ul style="list-style-type: none">GCE A levels (1A, 1C, 1D), GCE O levels (1A*, 4A's, 3B's)	

Experience

AppByte Game Development Internship	July-September 2024
<ul style="list-style-type: none">Completed a 3-month game development internship at Appbyte, working with Unity to develop and optimize gameplay mechanics. Gained hands-on experience in C# scripting, UI design, and performance optimization for mobile and PC games.	
PTCL Frontend Internship	June-August 2023
<ul style="list-style-type: none">Completed a frontend development internship at PTCL, designing and developing 2-3 projects using modern technologies. Gained hands-on experience in problem-solving, teamwork, and project management in a professional environment.	

Projects

InterviewDen (FYP)
<ul style="list-style-type: none">Designed and developed an AI-driven job interview analyser to automate resume screening, skill assessments, and AI-based interviews. Implemented a dynamic test creation portal for companies and an intuitive candidate portal for seamless evaluation. Improved recruitment efficiency by reducing bias, enhancing transparency, and providing detailed performance insights.
FAST FLEX Management System (Clone)
<ul style="list-style-type: none">Developed a robust Database Management System with secure user management and role-based access control. Designed user interfaces using HTML, CSS, and JavaScript, and implemented back-end functionality with SQL Server and C# .NET.
Mini Neural Networking (C++)
<ul style="list-style-type: none">This is an implementation of a Mini Neural Network developed in C++ using Multiprocessing and Multithreading. Different layers are represented by different Processes and each Neuron in a layer is represented by a new Thread.
Rush Hour Game (C++)
<ul style="list-style-type: none">Developed a Rush Hour game that included a randomized maze, using DMA and pointers to optimize the storage and retrieval of game data. Employed various algorithms to implement game mechanics.

Skills

Technical Skills: C++, Python, C#, HTML, CSS, SQL, JavaScript

Languages: English (fluent), Urdu (fluent)

Personal Skills: Problem-solving, Critical thinking, Creativity, Adaptability, Flexibility, Interpersonal skills