**Muhammad Laraib Akhtar**

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# Career Objective

Looking for an opportunity to learn and grow professionally

# Skills and Achievements Summary

* Secured 3.51 CGPA in first three semesters
* Strong Concepts of Programming Fundamentals, Object Oriented Programming and Data

Structures.

* Always looking for new things to learn. Learned Python and JavaScript.
* 2 Dean’s List Certificate

# Education

***Bachelor of Science (Computer Science) National University of Computer and Emerging Sciences***

***Sep 2021 - Jun 2025***

**GitHub:** <https://github.com/hitmansixteen>

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| **Projects** | | |
| **Semester** | **Project-Name** | **Description** |
| 1 | Candy Crush game | It was a simple 2d game implementation without graphics. Library in C++ |
| 2 | Minesweeper | Using OOP concepts to make minesweeper. SFML was also used in the project |
| 3 | Car Racing Game | A 3d car racing game implemented in assembly language (Intel 8086) |
| 4 | Guess My Number | Made in HTML, CSS, JavaScript. Guess the number in as little tries as possible. |
| 5 | Pig Game | Made in HTML, CSS, JavaScript. The first to reach hundred wins the game. |

**Leetcode:** <https://leetcode.com/laraibakhtar40>

**Leetcode Contest Rank:** Top 26.38%

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| **Tools and Technologies** | |
| **Operating System** | Ubuntu Linux, Windows |
| **Languages** | C++, C, ASSEMBLY, SQL, JavaScript, Python |
| **Tools** | MS Visual Studio, MS Office |
| **DBMS** | MSSQL |

Muhammad Laraib Akhtar- *Resume*

Page 1 of 1