

Ibrahim Hussain

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Education

FAST UNIVERSITY

BS Data Science. GPA: 2.51

Relevant Coursework: Data Analysis and NLP

Islamabad, Pakistan

September 2023 – Present

THE SCIENCE SCHOOL

General Certificate of Education – Advanced Level (GCE A-Level)

Grades: B, B, C

Islamabad, Pakistan

June 2023

Projects & Technical Experience

CINEMAGO WEB APP

Frontend & Backend Developer

February – May 2025

- Designed and deployed a movie discovery website using HTML, CSS, JavaScript, Flask, and Python.
- Implemented search, user login, and recommendation algorithm.

NETWORK EMULATOR IN C++

Lead Programmer

May 2025

- Engineered a simulation tool to model computer network behaviour, including packet flow and latency.
- Devised socket-like logic and modular architecture to emulate multiple nodes.

GAMEBOY ON C++

Game Developer

December 2024

- Created a suite of classic games (Snake, Wordle, Hangman) using object-oriented principles.
- Designed responsive UI, game logic, score tracking, and level progression system.

GAME OF LIFE SIMULATION

Solo Developer

May 2024

- Developed Conway's Game of Life using optimised grid algorithms in C++.
- Simulated real-time visual output within a command-line interface.

PRESENTATION SKILLS & COMMUNICATION

Academic Presenter

Ongoing

- Delivered many formal presentations across my degree programme on technical and academic topics.
- Topics included data visualisation, C++ concepts, community outreach, and web development.
- Recognised for clear articulation, engaging slide design, and strong audience connection.

Technical Skills

Programming Languages: Python, C++, LaTeX.

Operating Systems: Windows, and Linux.

Version Control & Hosting: Git, GitHub – github.com/ib-hussain

Interests

Language: English (Fluent), Urdu (Native), Italian (Basic).

Interests: Graphic Design, Video Editing, Web Development, UI/UX Design, Game Development.