

Ibrahim Saqib

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EDUCATION

National University Of Computer And Emerging Sciences (FAST-NUCES)

Islamabad, Pakistan

Bachelor of Science, Computer Science

Sep 2021 - Jun 2025

Relevant Coursework: Data Structures, Database Systems, Web Programming, Generative AI, Deep Learning, Software Project Management, User Experience Engineering

Certifications: Back End Development by Meta ([Coursera](#)), Google AI Essentials([Coursera](#))

EXPERIENCE

Game Developer (Freelance) – Remote

Jun 2024 – Aug 2024

- Developed interactive web-based children story book games using HTML, CSS, and JavaScript for an online gaming platform. [View](#)

FAST NUCES

Islamabad, Pakistan

Teaching Assistant – Computer Networks

Aug 2023 – Jan 2024

- Supported students in learning fundamental computer networking concepts, such as addressing, routing, and protocols, through hands-on lab exercises and personalized troubleshooting to develop their practical networking skills.

PROJECTS

Ball e Baaz | React Native | Firebase | YOLO | Python (Ongoing)

Developing a comprehensive cricket management platform that allows players and clubs to manage matches, book grounds and umpires, track player statistics, and view personalized performance highlights. Incorporating an AI-powered Decision Review System (DRS) for decision validation using video analysis and ball tracking.

Tech Vault | MERN | Tailwind CSS

Developed a full-stack end-to-end e-commerce website using the MERN stack. Implemented secure user authentication and a real-time inventory management. Integrated comprehensive shipping functionalities for efficient order fulfillment and logistics. Also designed a dynamic product catalog and streamlined user interface.

Product Description Generator| Deep Learning | NLP

Developed a product description generator leveraging Seq2Seq LSTM and Transformer-based models to generate informative e-commerce descriptions.

CampusBites| C# (Windows Forms) | SQL

Developed a modern and responsive cafeteria management system covering ordering, inventory management, payments, and customer interaction.

The Quest for the Crystal Kingdom| C++

A 2D graph-based game using Prim's and Floyd's algorithms for obstacle navigation and jewel collection. Utilizing AVL trees to keep track of score points and dijkstra algorithm to find the shortest path from the starting point to the goal(crystal).

LEADERSHIP & ACTIVITIES

Football Team Member

2021 - Present

- Represented institution in inter-school/inter-college tournaments, promoting teamwork & sportsmanship.

Futsal Team Member, NASCON (National Student Convention)

Mar 2023

- Covered events with futsal team, including matches, refereeing, and social media updates.

SKILLS

Technical: MERN, HTML5, CSS3, JavaScript, C++, C#, Java, Python, SQL, GitHub/Git, Tailwind CSS, Tensor Flow, Pandas, NumPy, React Native, FireBase, Docker, Google Collab, Kaggle Figma.

Professional: Teamwork, Creative Problem-Solving, Resilience.