

Safi ur Rehman

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OBJECTIVE

Motivated and results-driven Software Engineering student at FAST (NUCES) Islamabad campus, seeking an internship role to leverage my skills in software development, problem-solving, and collaboration. Passionate about contributing to dynamic teams, learning new technologies, and working on impactful projects.

EDUCATION

BS Software Engineering (Current)
FAST (NUCES), Islamabad Campus | Expected Graduation: 2026
FSc (Pre-Engineering)
Superior Group of Colleges, Lahore | Graduated: 2020

TECHNICAL SKILLS

- **Programming Languages:** C++, Java, Python, C#, JavaScript
- **Web & Other Technologies:** HTML, CSS, Web Forms, SQL, MERN, Unity
- **Frameworks & Tools:** Selenium, Web Scraping, BPMN Modeling
- **Database:** MsSql, SQL-based Database Systems, Mongo, Firebase
- **Development Methodologies:** Agile, Scrum, OOP, Data Structures
- **Soft Skills:** Problem-solving, Critical Thinking, Team Collaboration, Strong Communication

EXPERIENCE

- **Head Event Coverage and Videoediting**
 - Sep 2024 – Present
 - Led a team in capturing and editing high-quality videos for university events and activities.
 - Managed the video production process from concept to final delivery, ensuring timely and professional outputs.
- **Officer Team Media, Fast Computing Society**
 - Sep 2023 – July 2024
 - Collaborated with a team to cover events and manage media from a technical perspective.
 - Worked on content management for FCS and collaborated with the technical team on projects.

PROJECTS

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| <ul style="list-style-type: none">• Web Scraping Project<ul style="list-style-type: none">◦ Task automation for Jazz Pakistan◦ Automated the retrieval of electricity bill data from over 11,000 sites and identified anomalies.◦ Technologies: Python, Web Scraping, Selenium• ToDo List Manager<ul style="list-style-type: none">◦ Custom-designed task manager◦ Built a functional ToDo list app with tailored features for personal use.◦ Technologies: MsSql, C#, Web Forms | <ul style="list-style-type: none">• Graph-Based Game<ul style="list-style-type: none">◦ Maze-solving game using graph data structures◦ Developed a maze-type game using Dijkstra's algorithm for solving paths.◦ Technologies: C++• LSTM model for sentiment analysis in audio<ul style="list-style-type: none">◦ A small LSTM model that is trained on audio data from kaggle.◦ It identifies the sentiment and categories it in one of seven categories from calm to amger etc. |
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- **BooBoo clothing (MERN)**

- A MERN based full stack application For a clothing store.
- Built for Web Engineering Semester project.
- Allows the user to place orders, track orders etc.

CERTIFICATIONS

- Unity 3D work shop.
- Prompt Engineering for AI Applications by Allison.