Muhammad Tayyab Saleem

✉ mtm0277126@gmail.com | 📞 +92 3350645745 | 🔗 LinkedIn | ⬛ GitHub | 📍 Lahore, Punjab, Pakistan

Summary

Information Technology student with expertise in C# and Unity development, alongside foundational experience in mobile and web development. Skilled in creating desktop applications using C# and .NET Framework, with hands-on experience in Unity Engine for interactive application development. Eager to apply programming skills across desktop applications, mobile apps, and web solutions while learning from experienced developers in a collaborative environment. Strong interest in exploring the intersection of technology and creative problem-solving through various development platforms.

Education

University of the Punjab, Bachelor of Information Technology – Lahore, Pakistan   2022 – 2026
- **Core Curriculum:** Object-Oriented Programming, Data Structures & Algorithms, Algorithm Analysis
- **Academic Focus:** Desktop Application Development, Mobile Application Development, Web Technologies

Technical Expertise

Desktop Development: C# (Advanced), .NET Framework, Windows Forms, Visual Studio

Unity Development: Unity Engine, C# Scripting, 2D/3D Application Development, Physics Systems

Web Development: Java Servlets, JSP, HTML5, CSS3, JavaScript, MySQL, Apache Tomcat

Programming Languages: C# (Advanced), Java (Intermediate), C++ (Intermediate)

Development Tools: Visual Studio, Unity, Android Studio, Git/GitHub, MySQL Workbench

Core Competencies: Problem Solving, Code Optimization, UI/UX Design

Projects

Unity Game Developer | *Cube Runner - Endless Running Game* – Personal Project   GitHub Repository
- Developed an **endless running game** using Unity Engine with C# scripting for Android platform
- Implemented core gameplay mechanics including **player movement, obstacle avoidance, coin collection system, and progressive speed increase**
- Created an **APK build** for Android distribution with optimized performance and user interface design

Desktop Application Developer | *Electronics Shop Management System* – Personal   July 2025
Project
- Developed a comprehensive **Electronics Shop Management System** using C# and Windows Forms with .NET Framework

Mobile Application Developer | *Android Applications* – Academic Projects   June 2025
- Developed two Android applications: a **Calculator App** and a **Quick Notes App** using Java and XML in Android Studio
- Quick Notes App featured **CRUD operations** with Firebase Authentication and Firestore Database for secure and real-time note management

Desktop Application Developer | *C# Projects* – Academic Projects   May 2025
- Built a **Simple Calculator** desktop application using C# in Visual Studio for basic arithmetic operations
- Developed a **Number Guessing Game** with random number generation, user interaction, and hint system
- Applied fundamental concepts of **loops, conditionals, functions, and error handling** in C#

Unity Developer | *Unity Application Development* – Ongoing Projects   View Portfolio