

Muhammad Tayyab Saleem

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Summary

Information Technology student with foundational experience in mobile and web development. Proficient in Java, Android Studio, and web technologies including JSP and Servlets. Passionate about game development with hands-on experience using Unity and C# to create interactive gaming experiences. Eager to apply programming skills across mobile apps, web solutions, and game projects 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:** Mobile Application Development, Web Technologies, Game Development

Technical Expertise

Mobile Development: Java, XML, Android Studio, SQLite, Firebase

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

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

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

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

Core Competencies: Problem Solving, Code Optimization

Projects

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
- Calculator App performed basic arithmetic operations with a simple and user-friendly interface
- Quick Notes App featured **CRUD operations** with Firebase Authentication and Firestore Database for secure and real-time note management
- Enabled both **online and offline functionality** in the Notes App for flexible access

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#

Web Developer | *Weather Web Application* – Academic Project February 2025

- Developed a **Weather Web Application** using Java, Servlets, JSP, SQL, HTML, and CSS
- Implemented dynamic weather data fetching and display based on user input
- Integrated **MySQL database** for data storage and retrieval with error handling
- Deployed the application on **Apache Tomcat Server** for backend processing

Game Developer | *Unity Game Development* – Ongoing Projects

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