

Muhammad Omer  
Mustafa

Bachelor in Computer Science

CONTACT	<p><b>Phone:</b> +92 302 238 89 40</p> <p><b>Email:</b> muhammadoormustafa@gmail.com</p> <p><b>LinkedIn:</b> <a href="https://www.linkedin.com/in/muhammad-omer-mustafa-935150265/">https://www.linkedin.com/in/muhammad-omer-mustafa-935150265/</a></p> <p><b>github:</b> m-umer-mustafa</p>
PROJECTS	<ul style="list-style-type: none"><li><b>MNIST Neural Network Accelration on GPU (C/CUDA)</b><p>Developed a GPU-accelerated neural network for MNIST digit classification using CUDA in C/C++. Optimized matrix operations to achieve speedup compared to CPU-based implementations. Integrated CUDA kernels for parallelized training and inference, reducing runtime for large datasets.</p></li><li><b>Lost &amp; Found System (Node.js, React.js, MongoDB)</b><p>Built a full-stack web application to track lost items on campus. Implemented user authentication, and notifications. Designed a responsive React frontend and a RESTful Node.js backend.</p></li><li><b>Gym Manager System (C#, .NET, MySQL)</b><p>Developed a comprehensive gym management application using C#, .NET framework, and MySQL database. Implemented features for membership tracking, class scheduling, and payment processing. Designed a user-friendly interface for both staff and clients.</p></li><li><b>AI-Driven Car Racing System (Python, TORCS Framework)</b><p>Developed an AI-driven car racing controller using Python within the TORCS framework. Processed telemetry data for track awareness and real-time decision-making. Optimized performance metrics such as speed, obstacle avoidance, and track following.</p></li></ul>
EDUCATION	<p><b>FAST, NUCES Islamabad   2022–2026</b></p> <p>Bachelor of Science in Computer Science</p> <ul style="list-style-type: none"><li>6 Semesters in</li></ul> <p><b>Punjab Group of Colleges, Gujranwala   2019–2021</b></p> <p>Fundamental of Sciences in Pre-Engineeng</p> <ul style="list-style-type: none"><li>Grade: A+</li></ul>
TECHNNICAL SKILLS	<ul style="list-style-type: none"><li><b>Programming Languages:</b> C/C++, Python, Java, MASM 32-bit Assembly, C#</li><li><b>Frameworks &amp; Libraries:</b> CUDA Toolkit, Node.js, React.js, SFML, Express.js</li><li><b>Databases:</b> MongoDB, SQL</li><li><b>Tools &amp; Technologies:</b> Git</li><li><b>Game Development:</b> Collision Detection, Particle Systems, Behavior Design</li></ul>
INTERESTS	<ul style="list-style-type: none"><li><b>AI/ML &amp; Computer Vision:</b> Deep learning for image recognition, object detection, and semantic segmentation.</li><li><b>Image Processing:</b> Techniques for image enhancement, feature extraction, and pattern recognition.</li><li><b>High-Performance Computing:</b> Leveraging CUDA and parallel computing for scalable AI solutions.</li></ul>