

# MAHAD REHMAN DURRANI

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## SUMMARY

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Web developer with one year of experience, contributing to 6+ web projects by assisting team members and clients. Skilled in C++ with 2.5 years of experience, delivering 20+ major projects. Proficient in front-end development, DOM manipulation, and object-oriented programming, specializing in creating efficient, responsive applications.

## SKILLS

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<b>Programming Languages</b>	HTML, CSS, JavaScript, C/C++(SFML, OOP, OS), C#(.NET Desktop Development), DBMS(MySQL, Design), Assembly x86(Irvine/WinAPIs)
<b>Softwares</b>	Visual Studio, Visual Studio Code, SQL Server Management Studio(SSMS), GitHub, Ubuntu, Proteus, Microsoft Office
<b>Interpersonal</b>	Teamwork, Communication, Leadership, Management, Responsibility, Adaptability, Patience, Positive Attitude

## PROJECTS

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**Lenify - HTML, CSS, JS:** Created a media player, leveraging DOM manipulation, event handling, and responsive design techniques for a dynamic user experience.

**Netflix Clone - HTML & CSS:** Created a clone of Netflix using HTML and CSS. Main concepts used were CSS Media Queries, and CSS Selectors.

**Gym Management System:** Developed a Gym Management System with a C# .NET frontend and MySQL backend, offering dedicated interfaces for members, trainers, admins, and owners. The system includes comprehensive report generation and streamlines various gym operations.

**InterPlanetary File System - C++:** Developed an InterPlanetary File System incorporating Distributed Hash Tables (DHTs), Binary Search Trees (BSTs), routing tables, and hash functions. This system efficiently manages decentralized file storage and retrieval across a distributed network.

**Pac-Man - C++:** Developed a Pac-Man game in C++ using SFML, integrating operating system concepts with threads and synchronization for smooth, concurrent gameplay.

**Space Shooter - C++:** Created a Space Shooter game in C++ using object-oriented programming principles with the SFML Library, incorporating composition, inheritance, and polymorphism.

**Pac-Man - Assemebly x86:** Created a multi-leveled PacMan game in Assembly language using the Kip-Irvine Library. The game leverages the power of low-level programming to deliver an engaging retro gaming experience.

## EXPERIENCE

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<b>Lab Demonstrator - Object Oriented Programming(OOP)</b>	Jan 2024 - June 2024
<ul style="list-style-type: none"><li>Assisted 43+ students in understanding OOP concepts and resolving 200+ programming challenges during labs.</li><li>Conducted evaluations of lab tasks and delivered constructive feedback to enhance learning outcomes.</li></ul>	

## EDUCATION

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<b>Bachelors of Computer Science</b> , FAST National University - Islamabad	2022 - Present
<b>HSSC</b> , Islamia College Peshawar	2020 - 2022