

Mahnoor Irfan

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EDUCATION

Information Technology University <i>Bachelor of Science in Computer Science - 6th Semester</i>	Lahore, Pakistan Aug. 2022 – present
Lahore Grammar School <i>Alevels: Full merit based scholarship - Both years of Alevel</i>	Lahore, Pakistan Aug. 2020 – May 2022
Lahore Grammar School <i>Olevels: 10A*s and As - High Achiever's Award for academic excellence</i>	Lahore, Pakistan Aug. 2017 – May 2020

PROJECTS

Facial Emotion Detection System <i>Python, Machine Learning, OpenCV, TensorFlow, Keras, CNN</i>	March 2025
<ul style="list-style-type: none">Developed a real-time intelligent system capable of analyzing facial expressions and detecting emotional states in real-time from live webcam input with 62 percent accuracy	
Airbnb Clone <i>MERN Stack</i>	December 2024
<ul style="list-style-type: none">Implemented JWT-based user authentication with secure login and signup ensuring responsiveness and user friendly interfaceDeveloped an admin panel and RESTful APIs for managing property listings and booking data with real-time database integration via MongoDB Atlas and Mongoose	
Responsive Portfolio Website <i>HTML, CSS, Javascript</i>	October 2024
<ul style="list-style-type: none">Integrated multi-language support (Arabic English), dynamic navigation, and engaging video content	
Book Reading Tracker <i>MERN Stack</i>	September 2024
<ul style="list-style-type: none">Implemented a responsive React frontend with a user-friendly dashboard displaying book details using efficient CRUD operations, and a minimal, intuitive UIBuilt secure RESTful APIs using Node.js and Express, integrating MongoDB for real-time data management	
Quranic Insights Website <i>MongoDB, Node.js</i>	April 2023
<ul style="list-style-type: none">Built a full-stack web application to explore and manage Quranic content using Node.js and MongoDBApplied core database concepts like schema design, data modeling, and efficient query optimizationDeveloped RESTful APIs for seamless data retrieval and CRUD operations	
Ludo Game Snake Game Chess Shogi <i>C++</i>	February 2022
<ul style="list-style-type: none">Built a console-based Ludo-inspired game with unique gameplay rules using advanced OOP principles like inheritance, polymorphism, and type castingImplemented game reload and restart features for improved user experience	

EXPERIENCE

Graphics media Intern <i>The Legal Archive</i>	June 2023 – August 2023 Lahore, Pakistan
<ul style="list-style-type: none">Enhanced outreach efforts by producing creative graphics for social media campaigns and awareness drives	
Front-end Intern <i>Echno Gaming Solutions</i>	June 2022 – August 2022 Lahore, Pakistan
<ul style="list-style-type: none">Worked as part of a 5-person team; Resolved multiple bugs across 3 driving games, enhancing gameplayImproved the graphical user interface (GUI) for better usability and engagement, resulting in a 12 percent increase in user screen retention	
Social media and Graphics Coordinator <i>Shaukat Khanum Internship Program</i>	May 2021 – July 2021 Lahore, Pakistan
<ul style="list-style-type: none">Utilized video editing and graphic design software(Canva) to improve the engagement of social media by 30 percent	

TECHNICAL SKILLS

Languages and Databases: C, C++, C, Python, HTML, CSS, JavaScript, MySQL, MongoDB Atlas
Frameworks: React, Node.js, WordPress
Developer Tools: Git, GitHub, VS Code, Visual Studio, Linux, Fiji (ImageJ), Unity
Other Tools: Canva(Graphic Design), Video Editing, Medical Image processing