

Mubashar K Mian

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EDUCATION

Georgia State University

Bachelor of Science in Computer Science

Atlanta, GA

2022 – 2026

- GPA: 3.8 | Presidents List: Fall 2023, Summer 2022 | Dean's List: Fall 2022

Certification in Cybersecurity and Data Science

2024 – 2026

SKILLS

Languages: Python, SQL, C, HTML, CSS, JavaScript

Software: Microsoft/Google Suite, Oracle Database, GitHub, Visual Studio, VS Code, PyCharm, Eclipse, MTSQL, Oracle Live SQL, MySQL Shell, PowerShell, Adobe After Effects.

Libraries: Json, Pandas, NumPy, Matplotlib, TensorFlow, CV2, Tarfile.

Other Skills: Communication, Teamwork, Problem-Solving, Adaptability, Leadership, Time Management, Creativity, Critical Thinking, Attention to Detail, Conflict Resolution, Emotional Intelligence, Resilience

EXPERIENCE

Lowe's Home Improvement

Front Desk Technician

Fayetteville, GA

February 2022 – March 2023

- Managed customer checkouts, adeptly handling 100+ inquiries daily.
- Collaborated with team to ensure seamless support during peak hours.
- Optimized inventory management, fulfilling customer requests efficiently.

Projects

Text Based Adventure Game

- Developed a captivating Python-based text adventure game using Object-Oriented Programming (OOP) principles.
- Implemented a variety of player interactions, including combat, puzzles, and dialogues, enhancing player engagement.
- Utilized modular design for scalability, facilitating easy addition of new features and content.

Snake Game Development

- Led the development of a classic Snake game in Python using the Turtle graphics library.
- Designed an intuitive user interface (UI) with smooth animation and responsive controls, providing an immersive gaming experience.
- Implemented advanced features such as increasing difficulty levels and high score tracking, adding depth to gameplay.

Tic Tac Toe Game Developer

- Designed and implemented an efficient architecture for a Tic Tac Toe game, focusing on modularity and extensibility.
- Developed an AI opponent with adjustable difficulty levels, incorporating minimax algorithm for strategic gameplay.
- Optimized performance through efficient data structures and algorithms, ensuring smooth and responsive gameplay.

OTHER PROJECTS

- Implemented an Ultrasonic Distance Sensor; Engineered a Dice Game; Developed a Thermometer application; Created a Trivia Game; Designed an Appointment Form.