Mubashar Mian

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Education

Georgia State University
Atlanta, GA

Bachelor of Science in Computer Science — *Aug. 2022 – May 2026*

Working to get a Masters of Science in *Computer Science* Simultaneously

Working to get a Certification in Cybersecurity and Data Science Simultaneously

GPA of 3.78 | President's List Honor: Fall 2023, Summer 2023 | Dean's List Honors: Fall 2022

Fayette County High School
Fayetteville, GA

High School Diploma with Pathway in Computer Science — *Aug. 2018 – May 2022*

4.177 GPA | 94th Percentile | Pathway Computer Science

Experience

Front Desk Technician
Feb 2022 – Feb 2023

Lowe's Home Improvement — *Fayetteville, GA*

- Facilitated smooth checkouts for over 100+ customers, adeptly addressing inquiries and concerns.
- Collaborated with a team of 7+ colleagues to deliver timely and effective support during high-demand period.
- Orchestrated inventory management and guided support staff to cater to customer's requests for specific items.

Projects

Text-Based Adventure Game Developer | *Python*

- Developed a Python-based text adventure game, applying Object-Oriented Programming principles to instantiate classes for entities such as enemies, weapons, armor, cures, tools, map, and NPCs.
- Implemented class-based data retrieval for dialogue and item information from external text files, enhancing modularity and ease of content management.

Snake Game Developer | *Python, Turtle*

- Led the development of a Python-based Snake game, leveraging the Turtle graphics library in Replit.
- Designed an intuitive User Interface (UI) with Turtle graphics, ensuring a seamless gaming experience.
- Utilized list data structures for dynamic management of the snake's length, optimizing performance and gameplay.

Tic Tac Toe Game Developer | *Python*

- Designed a robust architecture for a Tic Tac Toe game, emphasizing modularity and efficiency.
- Implemented specialized classes to construct and manage the game board seamlessly.
- Engineered a simple yet effective AI opponent, incorporating algorithmic strategies.
- Leveraged list data structures for efficient storage of board positions, optimizing performance.
- Employed JSON for persistent storage and retrieval of game results, ensuring seamless record-keeping."

Other Projects:

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

Technical Skills

Languages: Python, C, SQL, HTML/CSS.

Developer Tools: VS Code, Visual Studio, PyCharm, Eclipse.

Libraries: Json, pandas, NumPy, Matplotlib.