# Muhammad Moiz Khalid

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## EDUCATION

**NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES (NUCES - FAST)** | Islamabad, Pakistan August 2023 - May 2027

*Candidate for Bachelor of Science (BS)* | *Cumulative GPA: 3.72/4.0*
***Major:*** *Data Science*
*Silver Medal in First Semester for producing Top Result from the entire Batch - 2023*
*Dean's List for Fall 2023 and Spring 2024*

*Relevant Coursework (* denotes currently enrolled): *Data Structures, *Introduction to Data Science, *Linear Algebra, *Digital Logic Design, *Probability and Statistics, Programming Fundamentals, Calculus, Applied Physics, Introduction to Information and Communication Technology, Functional English, Object Oriented Programming, Discrete Structures, Multivariable Calculus, Expository Writing.*

**Bahria College Islamabad** | Islamabad, Pakistan Grad June 2023

*Cambridge GCE Advanced Level* | *GPA:* 4.0/4.0
*100% Merit Scholarship in GCE A-Level for producing Top Result in Class in GCE O-Level - 2021*
*Subjects with grades:* Mathematics: A, Physics: A, Chemistry: A, Computer Science: A

*Cambridge GCE Ordinary Level* | *GPA:* 4.0/4.0
*Subjects with grades:* Mathematics: A*, Physics: A*, Chemistry: A*, Computer Science: A*, English: A, Additional Mathematics: A*, Urdu: A*, Pakistan Studies: A*, Islamiyat: A*

## ACADEMIC ACHIEVEMENTS

**Lab Demonstrator for OOP Lab**, *NUCES - FAST* 2024/08/27 - Present

I collaborate with the instructor to assist students in mastering key OOP concepts. My role involves providing hands-on support during lab sessions, helping students troubleshoot coding issues, and ensuring they effectively apply object-oriented principles. I am one of the few students to be selected from the youngest batch.

**Machine Learning Specialization**, *Stanford University and Deep Learning AI* 2022/09/15 - 2022/11/11
Completed a specialization course on Coursera by Stanford University and Deep Learning AI where I learned in detail about supervised and unsupervised machine learning. The course's focus was on regression and classification models.

**Engineering Summer Academy at Penn (ESAP) Program**, *University of Pennsylvania* 2022/02/01 - 2022/07/10
I was the only student from Pakistan to be selected for the ESAP program by UPenn in the Nanotechnology course and with that I was awarded a 97% scholarship for the whole program. Unfortunately, I was not able to attend the program due to visa processing delays.

**Competitive College Club (CCC) at United States Educational Foundation in Pakistan (USEFP)**, *EducationUSA*
2022/04/01 - 2023/04/01
Selected from all over Pakistan for CCC by USEFP. Participated in volunteering activities and team building workshops. CCC is an intensive cohort-advising, highly selective and exclusive program for school students who are in the top 10% of their class in addition to having strong extracurriculars.

## PROJECTS

**Retro Snake Game,** *NUCES - FAST*
In my first semester, I designed and implemented a retro-style Snake game using C++ and the GLUT library for graphics. I developed core gameplay mechanics such as snake movement, collision detection, and scoring, while also creating a user-friendly interface with intuitive controls. I utilized GLUT to manage retro-style graphics and animations, enhancing the game's nostalgic feel. The project was awarded the highest marks in the class, reflecting my successful integration of technical and creative elements.

**Web Page Design,** *NUCES - FAST*
I designed and developed a dynamic and responsive web page for an online courses platform using HTML, CSS, and JavaScript. The webpage features a sleek, modern design with interactive elements, including course listings, search functionality, and user-friendly navigation. This project highlights my skills in front-end development by emphasizing an engaging user experience through well-structured layouts and responsive design techniques, effectively showcasing my proficiency in modern web development practices.

**Retro Brick Breaker Game,** *NUCES - FAST*
In my second semester at NUCES - FAST, I designed and implemented a retro-style Brick Breaker game using C++ and object-oriented programming principles. I employed classes and objects to build core gameplay mechanics, including paddle movement, ball dynamics, collision detection, and scoring systems. The game features a classic design with retro-style graphics and animations, managed through the GLUT library. This project not only showcased my proficiency in OOP but also demonstrated my ability to create engaging and visually appealing games. The successful completion of this project earned top marks, highlighting my effective application of technical skills and creative design in game development.

## COMMUNITY SERVICE

**Fund Collection and Campaign Training**, *Teach for Pakistan (Part of a Global Org. "Teach For All")* | Islamabad, Pakistan
2022/07/20 - 2022/08/01
In a period of almost two weeks, I learned in detail from successful leaders in Pakistan about running proper and influential campaigns and as the leader of my group I was able to collect funds for more than 1500 underprivileged students in Pakistan.

**Plastic Collection and Spreading Awareness**, *World Wide Fund (WWF)* | Islamabad, Pakistan 2021/06/10 - 2021/06/20
As an Eco-Intern working with WWF, I ran campaigns spreading awareness on endangered species and effects of excessive plastic deposits on earth. Through a plastic collection drive I managed to collect more than 10 kilograms of plastic waste. During this internship I also learned graphic designing as I designed posters and flyers to promote our campaign on social media.

**Day with Special Education Wing**, *Bahria College Islamabad* | Islamabad, Pakistan 2022/09/01 - 2022/09/01 I volunteered at the Special Education Wing of Bahria College Islamabad where I worked with the administration to create a better workspace and to fulfill student needs. Provided and repaired facilities required by disabled students to make the environment easier for them.

## LEADERSHIP EXPERIENCE

**Interwing Science Project Exhibition - Computer Science category**, *Bahria College Islamabad* | Islamabad, Pakistan
2020/11/01 - 2020/11/30
I was the group leader for a computer science project where our team designed two 3D games using the Unity Game Engine and C# programming language: "Roll a Ball" and "Tank Trouble 3D". Out of total 25 computer science projects, I achieved 2nd position.

**Interwing Science Project Exhibition - Physics category**, *Bahria College Islamabad* | Islamabad, Pakistan 2020/11/01 - 2020/11/30
I was the group leader for the physics category. We put together an Arduino kit, a Bluetooth module, a DC motor, LED lights, and a solar panel with jumper wires to make a remote-controlled solar robot. Out of total 17 computer science projects, I achieved 2nd position.

**Deputy Head Boy - College Student Council**, *Bahria College Islamabad* | Islamabad, Pakistan 2022/11/06 - 2023/04/01
My achievements in the field of academics, co- & extra-curricular activities led to my appointment as Deputy Head Boy, which is the second highest appointment in our student council. I & the other council members shouldered the great responsibility of the holistic development, discipline, and well-being of our students. This responsibility has taught me a lot about leadership as I served as a bridge between the college administration and fellow students and represent my school in all local competitions in Islamabad.

## OTHERS

**College Sports Team,** *Bahria College Islamabad*
During my college years, I have managed to win 3 domestic trophies and achieved 2nd position twice in local competitions between different schools in football. I also kept my College House in the top 3 in relay race competition for 3 consecutive years.

**College Dramatics Society,** *Bahria College Islamabad*
Achieved 1st prize for the Annual Global Village Competition 2021. Achieved 2nd prize for the Annual Global Village Competition 2019. Played Stephen Hawking at the college Annual Function (*Only performance appreciated by the chief guest*) - 2019.

## SKILLS

- Object-Oriented Programming (OOP)
- Python (Programming Language)
- JavaScript
- Cascading Style Sheets (CSS)
- HTML
- Front-End Development
- Visual Basic
- C++

## PREVIOUS ACTIVITIES

Computer Science Society Board Member - 2022-2023.
Used plastic collection for recycling and raising awareness through World Wildlife Fund - 2021-2023.
Member of College Dramatics Society - 2022-2023.
Fundraising and Clothing Drive - 2020-2023.
Member of the College Football Team - 2021-2023.