

Muhammad Asad Ullah

SOFTWARE ENGINEER



DETAILS

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LINKS

[GITHUB](#)

[LINKEDIN](#)

SKILLS

ReactJS

Next JS

JavaScript

C#

HTML

CSS

C/C++

Bootstrap

Tailwind CSS

Git

Apache

Figma

MySQL

MongoDB

Excellent communication

Project Leadership

Problem Solving

Team Management

Microsoft Office

ABOUT ME

Software Developer with experience creating applications that improve user experience and business efficiency. Skilled in building complete solutions from user-friendly interfaces to reliable backend systems while focusing on performance, scalability, and clean design. Strong collaborator who values clear communication, teamwork, and consistent delivery of high-quality projects. Motivated by curiosity and continuous growth, ready to adapt to new tools, frameworks, and challenges in the fast-changing world of technology.

EDUCATION HISTORY

PMAS - ARID AGRICULTURAL

(Gujrat)

March 2022 - February 2026

Completed a four-year degree in Software Engineering with a strong academic foundation and practical exposure to core software engineering concepts. Developed a clear understanding of programming fundamentals, problem-solving, and software design through coursework, labs, and academic projects. Gained experience working in structured learning environments, collaborating on team assignments, and applying theoretical concepts to real-world scenarios. This program strengthened analytical thinking, adaptability, and a continuous learning mindset essential for software development roles.

EMPLOYMENT HISTORY

GUJRAT IT HUB

(Gujrat)

April 2025 - Sept 2025

Completed a 6-month professional work at a software house, where I was actively involved in the design and development of modern web applications using React, Next.js, and Tailwind CSS. My responsibilities included implementing responsive user interfaces, optimizing application performance, and ensuring code quality through structured debugging and clean development practices. I collaborated closely with team members to translate client requirements into functional solutions, contributing to projects that emphasized both usability and scalability. This role enhanced my technical expertise, strengthened my ability to work within collaborative environments, and provided valuable experience in delivering reliable software under defined timelines.

PROJECTS HISTORY

Iphone Store (HTML, Tailwind, JS)
Dec 2025 - Present

- Built a complete online store with cart, wishlist, and product category pages.
- Designed responsive layouts for smooth shopping across devices.
- Developed reusable components to ensure consistency and scalability.
- Focused on clean design and user- friendly navigation to enhance the shopping experience.

<https://mr-asad-git.github.io/iphoneStore/>

THREAT EAGLE (React, NextJs)
May 2025 - Aug 2025

- Helped build a platform to detect and resolve threats across codebases, files, and websites.
- Developed secure login flows and dashboards for managing vulnerabilities.
- Integrated real-time detection features to improve reliability and response speed.
- Created responsive interfaces for clear monitoring and easy user control.
- Strengthened access control and streamlined workflows through team collaboration.

<https://threat-eagle.vercel.app/>

E-COMMERCE WEBSITE (HTML, CSS, JS)
Sep 2024 - Oct 2024

- Built a responsive online store with product listings, cart, and secure checkout.
- Added search and filtering to improve product discovery.
- Designed mobile- friendly layouts for a smooth shopping experience.
- Translated business needs into practical, user- focused solutions.

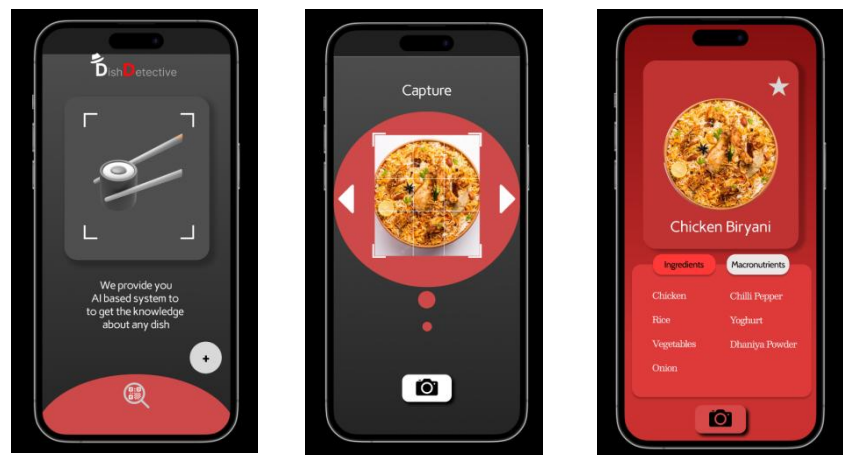
<https://mr-asad-git.github.io/proLand.github.io/home.html>

DARAZ CLONE (HTML, CSS, JS)
Nov 2024 - December 2024

- Built a front- end clone of a real shopping platform to strengthen UI and HTML fundamentals.
- Designed responsive layouts and reusable components for consistent user experience.
- Developed product listing pages to simulate core e- commerce functionality.
- Focused on clean structure and practical design to mirror real- world applications.

https://mr-asad-git.github.io/daraz_clone/

Dish Detective is a UI/UX concept designed to help users discover dishes based on ingredients, mood, or cravings. I designed this interface in Figma with a strong focus on simplicity, visual hierarchy, and user flow. I started by imagining the user’s journey — from opening the app to discovering a dish effortlessly. The interface was structured to reduce cognitive load, using clear typography, balanced spacing, and intuitive navigation.



Kiosk Movie App is a movie browsing application designed with a focus on clear categorization, intuitive navigation, and a smooth user experience. The main goal of this project was to make movie discovery simple and engaging, especially in a kiosk-style or large-screen environment. I organized movies into well-defined categories (such as genre, popularity, or trending sections) so users can easily explore content without confusion. Each movie leads to a dedicated detail interface that displays essential information like the movie title, poster, description, ratings, and other relevant metadata in a clean and visually balanced layout.

