



SOFTWARE ENGINEERING STUDENT

Muhammad Ali

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Education

2022-2026

SOFTWARE ENGINEERING
FAST NUCES ISLAMABAD

Expertise

- UI/UX
- Graphic Designing
- C++ & Java
- Software Architect
- Marketing
- Social Media
- Data Management
- Event Management

Language

English

Urdu

German

WORK EXPERIENCE

2 Months(2023)j

Front Dest Officer

1st Internship after 2nd semester in Fast University in admission campaign for New Comers Students

I provided comprehensive assistance to prospective students regarding admission procedures, program details, and eligibility criteria. This involved answering inquiries in person, via phone calls, and emails, ensuring a smooth communication process.

I maintained accurate records of student inquiries, applications, and admissions-related documents. This involved data entry, filing, and ensuring confidentiality and security of sensitive information.

I assisted in organizing and managing admission events, including orientation sessions, and admission tests, ensuring smooth logistics and a welcoming environment for attendees.

Leadership

Campus Ambassadors of Price Oye (SEP 2022-JUN 2023)

Media Coverage officer at NASCON 23(FAST NUCES ISB) (JAN 2023-APR 2023)

Creative Secretary at Takleeq Society(FAST NUCES ISB) (SEP 2023-JAN 2024)

Social Media officer at NASCON 24(FAST NUCES ISB) (JAN 2024-APR 2024)

Campus Ambassadors of SOFTECT(FAST NUCES LHR) (DEC 2023-FEB 2024)

PROJECTS

• RENT A CAR(Using Java)

Developed a backend application for a "RENT A CAR" service using Java, following software design principles and Object-Oriented Programming (OOP) concepts. Key features include user management, car inventory management, booking system, payment processing, and reporting.

Key Aspects:

- Architecture: Utilized a layered architecture to separate presentation, business logic, and data access layers.
- Design Patterns: Implemented Singleton, Factory, and Observer patterns to enhance code modularity and maintainability.
- OOP Principles: Applied encapsulation, inheritance, polymorphism, and abstraction to create a robust and scalable system.
- Data Structures: Used Java Collections (ArrayList, HashMap, Queue) and custom data structures (PriorityQueue, Graph) for efficient data management.

• Airline Management System

Developed an Airline Management System in C++ using OOP principles and efficient data structures. Key features include flight scheduling, passenger management, booking system, and staff operations. Employed modular design and implemented design patterns like Singleton and Factory.

- **UNO game**

Designed an interactive UNO game prototype in Figma, emphasizing intuitive gameplay and user experience. The interface includes game setup, card management, player turns, and rules, with clickable and draggable elements for realistic interaction. Optimized for mobile, ensuring a seamless and engaging user experience.

- **Hostel Booking App in Figma**

Designed a user-friendly hostel booking app prototype in Figma, focusing on intuitive UX/UI. Features include a clean and modern interface for searching and booking hostels, detailed hostel profiles, and a streamlined booking process. The design ensures seamless navigation and responsiveness across devices, enhancing the overall user experience

