MUHAMMAD ALI

Software Engineering Student

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SUMMARY

As a Software Engineering student at FAST NUCES, Islamabad, I bring a strong academic foundation and practical experience in software development, UI/UX design, and project management. This CV outlines my journey of developing efficient and innovative solutions through internships, projects, and collaboration, showcasing my readiness to contribute effectively to challenging roles and drive meaningful

INTERNSHIPS

Front Desk Officer

Fast University

= 01/2023 - 03/2023 Islamabad

An institution providing higher education.

- · Assisted prospective students with admissions by providing guidance on procedures, programs, and eligibility while managing inquiries and maintaining accurate records.
- Enhanced visitor experience, resulting in a 15% increase in positive feedback
- · Assisted an average of 200 visitors daily, ensuring smooth and efficient
- Cut average visitor wait time by 20% by implementing a new scheduling system.
- Improved customer satisfaction ratings by 25% by training staff in customer service excellence.

PROJECTS

RENT A CAR

■ 01/2023 - 04/2023

A project aimed at creating a functional application for car rental services.

- · Using Java software design principles and OOP concepts, incorporating user management, car inventory management, and payment processing.
- Utilized layered architecture to separate presentation, business logic, and data
- Design Pattern Implementen(Singleton, Factory, and Observer)

Airline Management System

= 01/2023 - 04/2023

A project focused on managing airline operations efficiently.

- System developed in C++ using Object-Oriented Programming (OOP) and modular design.
- · Key features included flight scheduling, passenger management, and booking system.

UNO game

= 01/2023 - 04/2023

An interactive game design project aimed at enhancing gameplay experience.

• An interactive UNO game prototype in Figma, focusing on intuitive user experience and engaging interface design.

Hostel Booking App in Figma

= 01/2023 - 04/2023

Built a Figma prototype for hostel bookings with seamless navigation and responsiveness.

• What was a successful outcome of your work? (e.g. Raised \$3,000 for the charity)

KEY ACHIEVEMENTS

Improved Inquiry Response

Reduced response time by 15% through efficient inquiry handling and management.



Enhanced Mobile Design

Designed a prototype that enhanced mobile compatibility by 30% using Figma.



Optimized Application Design

Boosted application efficiency by 20% using design patterns like Singleton and Factory.



Enhanced Project Management

Implemented a system that increased project management success rate by 25%.

SKILLS

MERN Stack		Web Designing		Figma
Design Patterns		Java Python		ion
MySQL	Jira	UI/UX		
Team Ma	nageme	ent Son	arQub	e

LANGUAGES

English Native	••••
Urdu Native	••••
German Advanced	••••

EDUCATION

Bachelor's in Software Engineering **FAST NUCES ISLAMABAD**

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