

Muhammad Eman Aftab

📍 Budapest, Hungary ✉ emanaftab2022@gmail.com ☎ +36 20 252 6795 in muhammadedemanaftab
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Education

Eötvös Loránd University (ELTE), Hungary

Sep 2023 – Jul 2026

Bachelor's in Computer Science

- Relevant coursework: Data Structures, Algorithms, Object-Oriented Programming, Software Development Methodologies, Computer Networks

Experience

Student Mentor

Budapest, Hungary

HÖÖK

Jul 2024 – Present

- Guided international students in academic success and cultural integration throughout their studies in Hungary.
- Assisted with course selection, administrative processes, and adapting to student life abroad.
- Fostered a supportive and enriching environment to help students achieve both academic and personal goals.

Projects

Pet Catalogue – React and Laravel Web App

- Developed a web application to catalogue and manage pets, featuring full CRUD capabilities with detailed birth/death tracking and dynamic pet statistics.
- Designed a clean user interface with Laravel Blade and TailwindCSS for optimal UX.
- **Tools Used:** React, Laravel, TailwindCSS, SQLite, Laravel Blade

Laravel LMS – Learning Management System

- Built a full-stack learning platform with role-based dashboards for teachers and students.
- Integrated task assignment, evaluation flows, and secure authentication using Laravel Breeze.
- **Tools Used:** Laravel 12, SQLite, TailwindCSS, PHP

Task Manager Pro

- Created a Flask-based to-do app with priority-based task filtering, due date tracking, and completion toggling.
- Implemented a detail view system for long tasks and real-time reminders.
- **Tools Used:** Flask, Python, SQLite, Bootstrap, HTML/CSS

Atmospheric Layer Simulation

- Simulated interactions between atmospheric layers under varying environmental influences using advanced OOP design.
- Used design patterns like Visitor and Singleton for modularity and scalability.
- **Tools Used:** C#, OOP, Simulation, Unit Testing

Java Board Game Simulation

- Developed a custom Java board game with dynamic movement logic, player turns, and score management.
- Included unit-tested edge cases like board boundaries and invalid moves.
- **Tools Used:** Java, Swing, JUnit 5

Vlera AI – Static Website

- Built a responsive and informative static website detailing the impact and applications of AI assistants.
- **Tools Used:** HTML5, CSS, Bootstrap

Web Store Management System

- Designed a CLI-based store management system featuring product entry, cart updates, and file-based persistence.
- **Tools Used:** C++, Dynamic Memory, File Handling

Event Log Analyzer

- Created a Python-based analyzer to process, sort, and summarize user-machine logs.
- Demonstrated OOP and file handling for data reporting and event tracking.
- **Tools Used:** Python, Object-Oriented Programming

Technologies

Languages: Java, Python, C, C#, C++, SQL, JavaScript, HTML, CSS, PHP, Clean, Haskell

Technologies & Interests: Docker, Kubernetes, Helm, Linux, Networking, Cryptography & Security, DevOps, Full Stack Development (JavaScript, PHP, Python, TypeScript, React), Robot Framework, Game Development, GUI, Microservices, DBMS, Computer Graphics, etc.

Honors & Certifications

Honors & Certifications: Stipendium Hungaricum Scholarship (100%), React JS – Meta, React Basics, React Advanced, Unsupervised Learning, Recommenders, Reinforcement Learning – Stanford Online, Introduction to Containers w/ Docker, Kubernetes & OpenShift – IBM, Java (Basic) – HackerRank, REST API (Intermediate) – HackerRank, SQL (Intermediate) – HackerRank, C# (Basic) – HackerRank, Crash Course on Python – Coursera, Introduction to Git and GitHub – Coursera, Web Design: Strategy and Information Architecture – Coursera