

Muhammad Muzammil

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GitHub — LinkedIn — Portfolio

Professional Summary

Computer Science student with hands-on experience in React, Express, SQL, MongoDB, and C++. Strong foundation in data structures, object-oriented programming, and full-stack web development (MERN, Next.js, Angular, NestJS). Built and collaborated on real-world applications and games. Eager to grow through impactful experiences.

Technical Skills

Languages: C++, JavaScript, HTML, CSS

Frameworks & Libraries: ReactJS, Angular, Express.js, NestJS, Next.js, Tailwind CSS

Stacks: MERN (MongoDB, Express.js, React, Node.js)

Databases: SQL, MongoDB

Tools: Git, GitHub, VS Code

Other: Unity, C#

Spoken Languages: English (Proficient)

Experience

Greyloops Pvt Ltd

Aug – Sept 2025

Software Engineering Intern

- Assisted in developing and maintaining web applications using MERN stack and Next.js.
- Implemented UI components with React and Tailwind CSS.
- Contributed to backend APIs using Node.js and Express.js.
- Collaborated with senior developers on debugging, optimization, and deployment workflows.

Education

University of Management and Technology, Lahore

BS in Computer Science

2023–Present

CGPA: 3.50

Punjab Group of Colleges, Lahore

Intermediate in Pre-Engineering

2020–2022

Grade: A

Projects

AirQR – Modern QR Code Generator

GitHub — Live App

Technologies: React, Next.js, Tailwind CSS

Developed a lightweight QR code generator with customizable styling and responsive UI. Focused on modern, minimal design and smooth performance.

AirBeam – File Sharing Service

GitHub — Live App

Technologies: React, Express.js, MongoDB, Tailwind CSS, GridFS

Developed a full-stack, secure file-sharing service with a unique key-based download system. Implemented a user-friendly UI with React and Tailwind CSS, a RESTful API with Express, and utilized GridFS for efficient file storage.

BYTERS Web App (Collaborative)

GitHub — Website

Technologies: MERN (MongoDB, Express.js, React, Node.js), Tailwind CSS

Built a collaborative food review platform. Contributed to frontend using React and Tailwind CSS, designed UI components, and ensured responsiveness. Implemented features like user accounts, profiles, and review posting.

SlingKick – Android Game (Collaborative)

Technologies: Unity, C#

Created game logic, C# scripts, object creation/tuning, and mechanics for a football slingshot game submitted in M-Labs Rookie Game Jam.

Movie Theater Management System <i>Technologies: React, Express.js, SQL</i> Developed a full-stack movie booking system with dynamic seat selection, showtime filtering, and user booking flow. REST APIs powered backend data communication with SQL.	GitHub
Pizza Menu Website <i>Technologies: React, JavaScript, CSS</i> Built a responsive pizza menu app with dynamic item rendering, sold-out logic, and conditional UI updates. Styled with custom CSS and React components.	GitHub
STEPS Interactive App <i>Technologies: React, JavaScript, CSS</i> Developed a multi-step interactive React app with hooks-based state management, dynamic highlighting, and toggleable interface. Implemented reusable components with clean CSS.	GitHub
Car Catalogue Website <i>Technologies: HTML, CSS, JavaScript</i> Interactive catalogue with real-time filtering and responsive layout. Focused on DOM manipulation and UI design.	Live Demo
Landing Page – Food Service <i>Technologies: HTML, CSS, JavaScript</i> Designed a modern, mobile-friendly landing page with semantic HTML and responsive styling.	Live Demo
Quiz Game (Console App) <i>Technologies: C++</i> Console-based quiz game using scoring logic, conditionals, and user interaction.	GitHub
Music Player (Console App) <i>Technologies: C++</i> Terminal-based music player implementing playlist management with arrays and data structures.	GitHub

Interests & Achievements

- Built and repaired over a dozen custom PC systems for peers and local clients.
- Passionate about indie games, game design logic, and experimental UI/UX layouts.
- Regularly explore new cafés and food spots in Lahore as a creative break.
- Completed multiple coding challenges on HackerRank and LeetCode.
- Self-learned Unity basics through game jam participation.

Certifications

100 Days of Web Developer Bootcamp — Udemy (2024)
 M-Labs Rookie Game Jam Completion (2024)
 Greyloops Intern Junior Software Developer (2025)