

# Muhammad Zain

## Software Engineering Student

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## SUMMARY

Motivated and detail-oriented final year software engineering student possessing hands-on experience in Android Development, .NET development and Machine Learning, and strong foundational knowledge in Cybersecurity, I am passionate about applying my technical skills to contribute to success. Eager to learn from industry experts and apply my adaptability and quick learning abilities in a dynamic environment.

## TOP PROJECTS

### Intelligent Cyber Attacks Detection System – *Final Year Project*

OCTOBER 2024 – IN PROGRESS

- Integrating anomaly-based detection (ML/DL) with Suricata IDS for better detection of sophisticated DDoS attacks.
- Development of front-end panel for monitoring and controlling packets.

### Realtime Phishing Emails Detection System – *Web Application*

NOV 2024 – DEC 2024 – [github.com/mzainxo/Phishing-email-detection-using-ML-and-NLP](https://github.com/mzainxo/Phishing-email-detection-using-ML-and-NLP)

The project utilizes Python, Streamlit, Random Forest Classifier, TF-IDF Vectorizer, and NLP

### Don't Blink Game – *Android App*

MAY 2024 – JUNE 2024 – [github.com/mzainxo/Dont-Blink-Game-Android](https://github.com/mzainxo/Dont-Blink-Game-Android)

- The project utilizes Java, Firebase Realtime Database, Android Studio, Material UI 3, Google Vision, Jira, and XML.

### Vehicle Trading System – *Windows Forms App*

MAY 2023 – JUNE 2023 – [github.com/mzainxo/VehicleTradingSystem](https://github.com/mzainxo/VehicleTradingSystem)

- The project utilizes C#, SQL Server, Windows Forms, Singleton, and Decorator Design Patterns.

### Labyrinth Maze Game (Maze Rush) – *Windows Forms App*

JAN 2023 – FEB 2023 – [github.com/mzainxo/MazeRush](https://github.com/mzainxo/MazeRush)

- The project utilizes C#, Windows Forms, A\* Algorithm, and Filing.

### Candy Crush Game (Color Mania) – *Unity*

MAY 2022 – JUNE 2022 – [github.com/mzainxo/ColorMania](https://github.com/mzainxo/ColorMania)

- The project utilizes C#, Unity Engine 3D

### Subway Surfers Game (CUBRO) – *Unity*

DEC 2021 – JAN 2022 – [github.com/mzainxo/CUBRO-Beginner-Subway-Surfers](https://github.com/mzainxo/CUBRO-Beginner-Subway-Surfers)

- The project utilizes C#, Unity Engine 3D

## EXPERIENCE

### Full Stack Developer (Internship) – *NexinIT*

OCTOBER 2023 - NOVEMBER 2023

- Utilizing ASP.NET MVC, Entity Framework, SQL Server, HTML/CSS, jQuery, AJAX, JavaScript, Postman, MS Azure, Bootstrap, Razor, Select2, GitHub

## EDUCATION

### Bachelors in Software Engineering – *Bahria University*

OCTOBER 2021 - JULY 2025 • 8<sup>th</sup> SEMESTER • CGPA: 3.68

- **Relevant Coursework:** OOP, Database Management Systems, Cloud Computing, Data Structures & Algorithms, OS, User Interaction, Natural Language Processing, Data Mining, Data Science, Mobile App Dev., Information Security,

Accounting & Finance, Software Project Management, Web Engineering, Computer Networks, Design and Analysis of Algorithms, Computer Programming, Software Design & Architecture, Computer Architecture & Logic Design.

**Pre-Engineering (HSSC)** – *Aga Khan Higher Secondary School, Karachi*

AUGUST 2019 - JUNE 2021 • **Grade: A1**

**Science Group (SSC)** – *Pakistan International School, Jeddah*

OCTOBER 2016 - JULY 2025 • **Grade: A**

## SKILLS & TOOLS

- Machine Learning, Natural Language Processing.
- C#, Java, Python, C, Assembly, and SQL.
- HTML, CSS, JavaScript, and XML.
- Postman.
- GitHub.
- Jira, Trello, Documentation.
- Agile, Scrum, Lean & Kanban Methodologies.
- Risk Management.
- SPLC and SDLC.
- Leadership, Problem Solving, Teamwork, Decision Making.
- Project planning.
- Project monitoring, and control.
- Communication & Presentation.
- Incidence Response.

## CERTIFICATIONS

**Google Cybersecurity Professional Certificate** – *Coursera*

AUGUST 2024 – FEBRUARY 2024