# Muhammad Zain

## **Software Engineering Student**

Karachi, Pakistan (+92) 331 347 1072

mzainjed@gmail.com • www.linkedin.com/in/mzainxo • mzainxo.github.io

#### **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 - github.com/mzainxo/ICADS

- 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 - qithub.com/mzainxo/Phishinq-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

• 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

• 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

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

## Candy Crush Game (Color Mania) – Unity

MAY 2022 - JUNE 2022 - 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

• 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 • 8th SEMESTER • CGPA: 3.72

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, Bash, Assembly, and SQL.
- HTML, CSS, JavaScript, and XML.
- Suricata, Tcpdump, Wireshark, VMware
- Cisco Packet Tracer
- 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

FEBRUARY 2024

Certified in Cybersecurity (CC) – ISC2

FEBRUARY 2025 - FEBRUARY 2028