

Nashmia Riaz

— Software Engineer —

✉ nashmia-riaz@hotmail.com

☎ +92 334 777 98 66

💻 nashmia-riaz.github.io

🏠 House#10, Sahibzada Abdul Qayum Road, I-8/3, Islamabad

Overview

I am a hardworking individual, a perfectionist who likes solving complex problems with innovative and simple solutions. I am a programmer, an artist, a designer. I am quite fond of making digital art, developing games and designing websites during my free time.

Skills

HTML, CSS, JS



Unity 3D



C, C++



WebGL



MySQL



Python



Photoshop



Illustrator



Achievements

★ Open Source Contributor

★ Runner-up - Open House Seecs 2018

Education

⌞ Bachelors (2014-current)

National Institute of Science & Technology, NUST
CGPA 3.35
Bachelors in Software Engineering

⌞ A Levels (2012-2014)

Beaconhouse School System
3As, Honor Roll Student
Mathematics, Chemistry, Physics

⌞ O Levels (2009-2012)

Beaconhouse School System
4 A*s and 4As, Honor Roll Student
Math, Biology, Chemistry, Physics, English, Urdu, Pakistan Studies, Islamiyat

Projects

⌞ Virtual Pakistan (December 2017)

Made for Computer Graphics course, Virtual Pakistan is an app that explores different monuments of Pakistan. Modelled in Blender and implemented using Unity3D

⌞ CeeVee (December 2016)

A web-based application that collects input from the user and generates their resume. The app stores user information in the browser using the localStorage API for easier use.

⌞ Fat Cat (August 2016)

2D game made using Unity 3D, where the purpose is to eat as much while avoiding certain objects.

⌞ Single-page HTML Website (August 2016)

Made for HTML, CSS and JavaScript course on Coursera
A single-paged dynamic website made that serves as my personal website.
Made using AJAX, CSS, HTML and JavaScript.

⌞ A Scholar's Ship (December 2015)

Made for Database Systems and Data Structures & Algorithms course.
It manipulated an SQL-based database using PHP. A website that provided information regarding course books, their ratings and their download links. The recommendation algorithm recommended books based on the user's history.

⌞ Web-based CAD Application (August 2015)

Made for WebGL course on Coursera.
This application allowed users to create and manipulate 3D shapes and 2 light sources.

⌞ A Song Of Fire & Ice (May 2015)

Made for Object Oriented Programming Course
A two-player, object-oriented game where you've to defeat a pre-programmed AI enemy. Made using C++ and SDL.