

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

Javascript

Unity 3D

C, C++

WebGL

SDL

MySQL

Python

Photoshop

Illustrator

Education

0 Levels (2009-2012)

Beaconhouse School System

4 A*s and 4As, Honor Roll Student

Math, Biology, Chemistry, Physics, English, Urdu, Pakistan Studies, Islamiyat

A Levels (2012-2014)

Beaconhouse School System

3As,, Honor Roll Student

Mathematics, Chemistry, Physics

Bachelors (2014-current)

National Institute of Science & Technology, NUST

CGPA 3.41

Bachelors in Software Engineering

Projects

Worm Guy (December 2014)

For Introduction to Programming Course

Game that reimagined the classic Snake game, adding more powerups and features. Made using OpenGL and C.

A Song Of Fire & Ice (May 2015)

Made for Object Oriented Programming Course

A two-player, object orient game where you've to defeat a pre-programmed AI enemy. Made using C++ and SDL.

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 Scholar's Ship (December 2015)

Made for Database Systems and Datastructures & 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.

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.

Fat Cat (August 2016)

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

CeeVee (December 2016)

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