nashmia-riaz@hotmail.com \geq

3 +92 334 777 98 66

口

nashmia-riaz.github.io

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

Overview

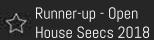
I am a hardworking individual, a perfectionist who likes solving complex problems with innovative and simple solutions. I am a prorammer, an artist, a designer. I am quite fond of making digital art, developing games and designing websites during my free time.

Skills

HTML, CSS, JS Unity 3D C. C++ WebGL MySQL Python Photoshop Illustrator

Achievements





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, Islamiat

Projects

Virtual Pakistan (December 2017)

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

(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.

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 Javaascript 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 Datastructures & Algorithms course. It manipulated an SQL-based databse 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 orient game where you've to defeat a pre-programmed Al enemy. Made using C++ and SDL.