

# Abdul Rafay Ashfaq

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Lahore, Pakistan

## OBJECTIVE

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Innovative and results-driven computer science student with a strong work ethic and team-playing capability. Seeking a **Game Developer/Web Developer Intern** position in a challenging and growth-oriented environment.

## EDUCATION

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- Bachelor of Science (B.S.) in Computer Science** Aug 2027  
**FAST National University of Computer & Emerging Sciences** Islamabad, PK
- Coursework: Data Structures, Object-Oriented Programming, Computer Organisation & Assembly Language, Artificial Intelligence, Web Programming, Compiler Construction
  - Extracurriculars: Unity Development Workshop, Speed Programming Competitions (2x)
- GCE A Level in Pre-Engineering** Aug 2022  
**Lahore Grammar School** Lahore, PK
- Coursework: Mathematics, Chemistry, Physics

## SKILLS

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**Web Development:** HTML, CSS, JavaScript, React.js, MongoDB  
**Game Development:** Unity, C++ SFML (Simple & Fast Multimedia Library)  
**Programming:** C++, Python, Java, Assembly (MASM x86)  
**Soft Skills:** Team Collaboration, Communication, Critical Thinking

## PROJECTS

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### [Portfolio Website](#)

Created a responsive and visually appealing personal website using HTML, CSS, and JavaScript to showcase my skills and projects. Hosted via GitHub Pages. This project demonstrates my skills in web interface design.

### [Zumba](#)

Programmed the classic bubble shooter game in x86 Assembly. Players move across levels by eliminating chains of marbles. This project demonstrates my skills in low-level programming and game logic implementation.

### [Whack-a-Mole](#)

Designed a miniature circuit of the Whack-a-Mole arcade game using Proteus Design Suite, applying principles of digital logic and integrated circuits. The player must hit as many moles as possible within the time limit while avoiding decoys such as bombs.

### **Plants vs Zombies**

Collaboratively developed a clone of the Plants vs Zombies game in C++ using OOP principles and the Simple & Fast Multimedia Library (SFML). The player must strategically defend their positions against attacking zombies. This project demonstrates my team ethic and game programming skills.