

# AFREEN NASRULLAH

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## Career Objective

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Driven by a passion for game development and a deep interest in programming and computer systems, I aim to apply my skills in a dynamic environment. I seek opportunities to innovate, solve problems, and grow as a developer while contributing to impactful projects.

## Education

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<b>University of Engineering and Technology, Peshawar,</b> <i>Bachelors in Computer Systems Engineering</i>	2022 – 2026 Peshawar, Pakistan
<b>Hadaf Colleges, FSc Pre Engineering</b>	2020 – 2022 Peshawar

## Projects

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### 2D Platformer Game, Doz's Adventure 🔗

Created a 2D platformer game in C++ using the **SFML library** as part of a semester project, utilizing **Visual Studio Community** for development.

### Bluetooth-controlled Racing Robot

**Bluetooth-Controlled Racing Robot** Designed and built a **hardware-based racing robot** using **Arduino** and **MIT App Inventor**, enabling wireless control via Bluetooth.

### 2D Space Shooter 🔗

Developed a 2D space shooter game in **Unity**, where players control a spacecraft to navigate and battle enemy forces in space.

### Super Space Stronaut 🔗

Designed a 2D platformer game in **Unity** featuring obstacles, enemies, power-ups, checkpoints, and dynamic spacecraft animation.

### Tic-Tac-Toe Multiplayer Client-Server System

Programmed a Tic-Tac-Toe game as a **system programming project**, utilizing C for logic implementation and user input handling.

### Dictionary Application 🔗

Implemented a **BST-based dictionary** with features to insert, search, update, and delete words via a menu-driven interface.

## Clinic-Management-System

Developed a **patient records management system** using **C++**, allowing for data entry, display, and categorization by **age** and **gender**. Implemented features to manage up to 50 records with a menu-driven interface for easy interaction.

## Sudoku Solver

Coded a **multithreaded** Sudoku solver in C, utilizing pthread for task division among threads, enhancing efficiency through synchronized results with mutex and condition variables.

## IR Proximity Sensor with a Transistor

Engineered an IR Proximity Sensor using a transistor to enable touchless sensing for applications like **automated systems** and **safety features** in various devices.

## Skills

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### Programming Languages:

C, C++, C#, MIPS Assembly

### Softwares:

- MATLAB
- Proteus
- Unity
- Visual Studio
- AutoCAD
- QtSPIM

### Other skills:

- Teamwork
- Leadership
- Time Management
- Adaptability

## Volunteer Service

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### Computer Society Graphics Team

Designed and edited membership cards, collaborated on event branding, and created sample posters for Sports Week using Canva and other graphic tools.

### Sports Week Event Support

Assisted in decorating the event hall and setting up a themed photo booth to enhance the event experience.

### Tech & Design Contributions

Provided graphic design support for university events, contributing to promotional materials and visual identity.

## Courses

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**Game Design and Development 2: 2D Platformer,**  
*Michigan State University*

USA

**Game Design and Development 1: 2D Shooter,**  
*Michigan State University*

USA

## Certificates

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Game Design and Development 1: 2D Shooter [↗](#) •  
Game Design and Development 2: 2D Platformer [↗](#) •  
Signal Processing Onramp [↗](#) • MATLAB Onramp [↗](#) • Simulink Onramp [↗](#) •  
Explore AI with Microsoft Copilot

## Interests

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### Game Development

Creating and designing interactive 2D games using Unity.

### Programming

Exploring system programming, data structures, and problem-solving in C and C++.

### Digital Design

Designing graphics, UI elements, and event branding using Canva and Figma.

## Languages

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English • Urdu • Pashto