# Muhammad Saim Ali
## Undergraduate Computer Scientist

It is my strong desire to learn new skills and gain experience that keeps me motivated in work. Hard work combined with optimism is the key prospect of my life that yields me success. I am looking forward to technical and administrative internships to polish my skills so that I can contribute my efforts to a better society.

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## SKILLS

C++  C#  Java
JavaScript  CSS
MERN Stack  SQL
HTML  Python
ASP.NET Core  C

## LANGUAGES

English
*Professional Working Proficiency*

Urdu
*Native or Bilingual Proficiency*

## INTERESTS

Coding

Group Work

Maths Phenomenas

Web Development

## EDUCATION

### BS Computer Science
FAST-NUCES, Lahore

*08/2020 - Present*                                                      *Grade: 3.49/4.00*

*Courses:*

- Object-Oriented Programming
- Artificial Intelligence
- Database Systems
- Parallel and Distributed Computing
- Data Structures
- Web Programming
- Software Engineering
- Computer Networks

## INTERNSHIPS

### Dot Net Developer
Absolute Solutions, DHA, Lahore

*07/2023 - 08/2023*

*Learning outcomes:*

- Attained expertise in C# and ASP.NET Core MVC under mentorship of experienced Senior Dot Net Developers. Moreover, I actively participated in complex industrial projects for practical learning, while refining my task management abilities in a dynamic setting.

## PERSONAL PROJECTS

MEALMAVEN WEB APPLICATION (2024)
- A health/fitness based application built using MERN stack. The application has ChatGPT integrated in it and allows clients to explore the world of food and recipes through it.

HANDWRITTEN DIGIT RECOGNITION (2023)
- A project developed using Python that uses concepts of Artificial Intelligence. It recognizes and tells the number written on a piece of paper in human handwriting.

FOOD ORDER WEB APPLICATION (2022)
- A web application developed using ASP.NET which was part of Database course project. It enables a user to place food order and admins to monitor the restaurants.

PAINT APPLICATION (2021)
- Application with some basic tools like drawing shapes, adding text, changing colour and a tool to erase the shapes and text. In this project the SFML library and OOP concepts were used.

CANDY CRUSH GAME (2020)
- Developed a candy crush game replica using SFML library and C++ and functional programming concepts.

## ACHIEVEMENTS

Bronze Medal in Spring 2023 semester of BS(CS)
*Secured 3rd position in CS batch with SGPA of 3.96*

Bronze Medal in Fall 2023 semester of BS(CS)
*Secured 3rd position in CS batch with SGPA of 3.87*

Dean's Honor List in Spring 2022, Spring 2023 and Fall 2023 semesters