# SUFYAN SIDDIQUI

### Computer Science Undergraduate

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# **EDUCATION**

## BS Computer Science

#### DHA Suffa University

- **2**023-2027
- GPA: 3.55/4.00
- Currently in 4<sup>th</sup> Semester (2<sup>nd</sup> Year)
- Completed Courses: PF, OOP, DSA, DBMS, Web Development

## SKILLS

HTML	CSS	JavaScript
SQL	MySQL	

# **PROJECTS**

#### Hangman Game (Java)

- **=** 2024
- Terminal-based game using loops, arrays, and randomization

#### Brick Breaker Game (Java)

- **=** 2024
- Created with Java Swing and AWT
- Handled paddle, ball, and collision detection logic

#### Bookstore Management System (C)

- **🗀** 2023
- Used structs and arrays to simulate inventory and customer tracking
- Implemented purchase processing and stock management

#### Bus Booking System (C)

- **2**023
- Simulated booking routes, ticket generation, and record storage via files
- Menu-driven console program with route-based billing

# ABOUT ME

Motivated and detail-oriented Computer Science undergraduate with a strong foundation in core programming concepts, including loops, arrays, randomization, collision detection, inventory management, and system simulations. Passionate about designing and developing efficient, scalable, and innovative software solutions. Continuously driven to explore emerging technologies and apply them through practical, hands-on projects. Committed to problem-solving, creativity, and collaborative teamwork in dynamic environments.

## **STRENGTHS**

Problem Solver Fast Learner

Team Player Critical Thinker

## LANGUAGES