SUFYAN SIDDIQUI

Computer Science Undergraduate

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Professional Summary

Motivated Computer Science undergraduate (5th semester ongoing) with a strong foundation in programming, object-oriented design, data structures, and web development. Experienced in building console-based, GUI-based, and basic web applications using Java, C, HTML, CSS, and JavaScript. Skilled in problem-solving, system simulation, and database fundamentals, with a strong interest in developing efficient and scalable software solutions.

Education

Bachelor of Science in Computer Science

DHA Suffa University   2023 – 2027

GPA: 3.55 / 4.00 — 5th Semester Ongoing

Relevant Coursework: Programming Fundamentals, Object-Oriented Programming, Data Structures and Algorithms, Database Management Systems, Web Development

Technical Skills

Programming Languages: Java, C++, C
Web Technologies: HTML, CSS, JavaScript
Databases: SQL, MySQL
Core Concepts: Object-Oriented Programming, Data Structures, File Handling, System Simulation, Collision Detection, Inventory Management

Projects

Hangman Game (Java)   2024

- Developed a terminal-based game using loops, arrays, and randomization
- Implemented user input handling and game state management

Brick Breaker Game (Java)   2024

- Built a GUI-based game using Java Swing and AWT
- Implemented paddle movement, ball mechanics, and collision detection logic

Bookstore Management System (C)   2023

- Designed a console-based system using structures and arrays
- Implemented inventory tracking, purchase processing, and stock management

Bus Booking System (C)   2023

- Developed a menu-driven console application for ticket booking
- Implemented route-based billing and file handling for record storage

Strengths

Problem Solving — Fast Learner — Team Player — Critical Thinker

Languages

English (Fluent) — Urdu (Fluent)