

Taha Mudassar

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EDUCATION

FAST NUCES | Lahore

B.S. in Computer Science (2022-2026)

Relevant Courses: Data Structures and Algorithms, Programming Fundamentals, Design Algorithms & Analysis, Object Oriented Programming, Artificial Intelligence

TECHNICAL SKILLS

Programming Languages ,Frameworks : Unreal Engine (4,5) ,C++ (Advanced), Python (Advanced), React(Intermediate), Django(Intermediate), Dart(Basic), SQL(Basic), Git Control

EXPERIENCE

Dreamcast Interactive

Sep 2025- Present

Associate Game Developer (Part-Time)

- Currently contributing to active production title Maelstrom (Unreal).
- Made a functional testing system using Gauntlet and UBT (Unreal Build Tool) to execute custom stress tests
- Also working on a Virtual Reality (VR) vehicle simulator

Dreamcast Interactive

June 2025-Aug 2025

Game Developer Intern

- Designed and developed a complete horror game from concept to execution in Unreal Engine, handling level design and scripting.
- Managed the asset pipeline, including importing 3D models, textures, and audio integration

Orbigon

June 2024-Aug 2024

Intern

Worked on SmartMuv a smart contract static analysis and data extraction tool <https://smartmuv.app/>

- Helped automating auditor tools in case of collisions while migrating smart contracts using the SmartMuv tool

Techesthete

Jan 2025- Feb 2025

Intern

- Worked with React and Django
- Helped containerize applications using Docker for consistent development and deployment
- Assisted in deploying applications to AWS and managing environments
- Gained hands-on experience in modern web development workflows and version control with Git

PERSONAL PROJECTS

Zero-G-Fitness | NASA SpaceApp Hackathon Project

(www.spaceappschallenge.org/nasa-space-apps-2024/find-a-team/apollos-lyre/)

- Developed "Zero-G Fitness" which is a gamified exercise platform for astronauts, using body-tracking and avatar projections to simulate their daily physical training in microgravity
- Worked in Unity,Python and openCV
- Local winner and global nominee

Full-Stack Proof-of-Concept | Personal Project

- Built a web app from scratch using **React** (frontend) and **Django** (backend)
- Containerized the application with **Docker** for easy deployment
- Focused on full-stack integration and clean architecture

FastLink – Social Media App | Team Project

- Collaborated on building a social media platform using **Node.js**, **Python 3.x**, and **Django**
- Worked on backend development and data handling with **SQLite**
- Gained experience in team-based development and full-stack workflows

Digital Wardrobe – AI-Powered Outfit Recommendation App (Flutter, Django, TensorFlow, Firebase)

- Designed and developed a smart wardrobe assistant that recommends daily outfits using real-time weather data and user-uploaded clothing.
- Implemented machine learning models to learn personal style over time and provide personalized, context-aware suggestions with smart wardrobe analytics and purchase recommendations.

LEADERSHIP EXPERIENCE

Competition Head | SOFTEC | Student Organization at FAST NUCES Apr 2025 - Present

- Leading and organizing the **Game Jam** competition, overseeing event planning and execution
- Coordinated with participants, managed logistics, and resolved issues in real-time
- Engaged with company representatives to promote industry collaboration and future participation

Deputy Head | SOFTEC | Student Organization at FAST NUCES Apr 2024

- Manage and delegate the Software House Enclosure department at the event, attending to the problems faced by them
- Interacting with company representatives and ensuring future participation

Community Manager | MINDSTORM | Student Organization at FAST NUCES Sep 2024 - Present

- Manage and moderate the organization's community, fostering engagement and maintaining a positive environment