

MUHAMMAD TALHA PASHA

WEB DEVELOPER | C++ DEVELOPER

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Objective

I am a Software Engineering undergraduate with a strong foundation in C++ programming, seeking to apply my problem-solving skills and logical thinking in a challenging development environment. I aim to contribute to efficient, high-performance software solutions while growing as a dedicated and reliable member of a forward-thinking team.

Education

FAST-NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES, LAHORE CAMPUS

BS Software Engineering | 2024-Present

- Relevant Coursework: Data Structures & Algorithms, C++ Development, Database Management Systems, Operating Systems, Computer Networks, Software Engineering, Object-Oriented Programming, Web Development, Artificial Intelligence, Cybersecurity.

Projects

BLOOD BANK MANAGEMENT SYSTEM (DESKTOP APPLICATION)

- March 2026 - Developed a C++ Blood Bank Management System using WinForms for an intuitive graphical interface. Designed and integrated a structured SQL Server Database Schema to efficiently manage donor records, track blood inventory, and process system queries.

BANKING & ATM SYSTEM (GRAPHICS-ENABLED)

- January 2025 - Built a C++ banking system simulating account creation, login, deposit/withdrawals, and balance inquiry. Used file handling for data storage and designed a structured, menu-driven interface.

WEATHER FORECAST PLATFORM (WEB APPLICATION)

- April 2026 - Developed a dynamic web application using HTML, CSS, and JavaScript to deliver real-time weather updates, location tracking, and 7-day forecasts. Integrated data via WeatherAPI.com and managed the complete deployment pipeline using Vercel with custom domain configuration.

FLAPPY BIRD GAME (GRAPHICS-ENABLED)

- November 2025 - Developed a 2D side-scrolling game in C++ utilizing the SFML framework. Programmed real-time game loop mechanics, including simulated gravity, dynamic pipe generation, precise collision detection, and score tracking.

BRICK BREAKER GAME (GRAPHICS-ENABLED)

- April 2025 - Engineered a C++ arcade game utilizing custom graphics rendering. Programmed 2D physics for dynamic ball-paddle collision, multi-tier difficulty scaling, and implemented persistent file handling to securely save and load game states.

BATTLESHIP GAME (CONSOLE-BASED)

- November 2024 - Designed a two-player Battleship game in C++ with turn-based mechanics, ship placement, and hit/miss tracking. Emphasized modular functions and clear user interaction.

Skills**Technical Skills:**

C++, HTML, CSS, JavaScript, Python, SQL

Development and Frameworks:

Windows Forms (WinForms), Simple and Fast Multimedia Library (SFML)

Tools and Platforms:

Vercel (Web Hosting & Deployment), Figma (UI/UX Design & Prototyping), Git, GitHub, AI Prompt Engineering

Creative Skills:

Graphics Designing, Photo & Video Editing, Content Writing

Certifications & Affiliations**Artificial Intelligence Credentials**

Completed the verified Introduction to Modern AI course. Offered by the Cisco Networking Academy. Issued in July 2025. Additionally completed HP LIFE online certifications in AI for Beginners and AI for Business Professionals (August 2025).

Developer Affiliations

Active member of the GitHub Student Developer Pack (April 2026), utilizing advanced developer tools and professional version control workflows.

Professional Development

Earned a Freelancing e-certificate via DigiSkills (December 2025) and a Business Email certification via HP LIFE (August 2025), demonstrating strong client communication skills.

English Language Proficiency

Earned the EF SET English Certificate. Achieved a score of 75/100. Rated at the highest CEFR level of C2 Proficient. Awarded May 08, 2026.

Communication

Excellent communication skills enable me to collaborate with clients, stakeholders, and cross-functional teams to deliver high-quality results.

Languages:

English, Fluent
Urdu, Fluent

LinkedIn

www.linkedin.com/in/thythalha

GitHub

www.github.com/thythalha
