

MUHAMMAD TALHA PASHA

Software Engineering Undergraduate | C++ & Web Developer

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EDUCATION

FAST National University of Computer and Emerging Sciences (FAST-NUCES), Lahore

BS Software Engineering | 2024 – present

Relevant Coursework: Programming Fundamentals, Object Oriented Programming, Data Structures, Assembly Language, Database, Operating Systems, Software Engineering Requirements, Web Development.

LEADERSHIP EXPERIENCE

SOFTEC – FAST-NUCES

- Media Department Deputy | Oct 2025 – Present
Lead a team of media officers, coordinating content, photography, and promotional output across the event lifecycle.
- Media Department Officer | Oct 2024 – Sept 2025
Collaborated cross-functionally with event organizing teams to ensure consistent, on-brand communication across all channels.

SKILLS

Languages: C, C++, Python, TypeScript, HTML, CSS, JavaScript, SQL

Frameworks & Libraries: Windows Forms (WinForms), Simple and Fast Multimedia Library (SFML)

Tools & Platforms: Git, GitHub, Vercel, Netlify, VS Code, Microsoft SQL Server

Core Concepts: AI Prompt Engineering, Generative AI Workflows, LLM Utilization

Creative Skills: Adobe Photoshop, Premiere Pro, Canva, Figma, Content Writing

PROJECTS

Blood Bank Management System | C++, Windows Forms, Database | March 2026

- Designed a desktop interface to efficiently manage donor records, track live blood inventory, and process complex system queries.

Weather Forecast Platform | HTML, CSS, JavaScript, WeatherAPI, Vercel | Dec 2025 – April 2026

- Engineered a dynamic web application delivering real-time location updates and 7-day forecasts, deployed live with a custom domain.

Banking & ATM System | C++, Windows Forms, Database | January 2025

- Developed a banking simulation supporting secure account creation, transactions, and balance inquiries utilizing persistent file handling for data storage.

Flappy Bird Game | C++, SFML, File Handling | November 2025

- Programmed a 2D side-scroller featuring a real-time game loop, simulated gravity, dynamic obstacle generation, and precise collision detection.

Brick Breaker Game | C, Physics, Gravity | April 2025

- Built an arcade game featuring custom graphics rendering, 2D ball-paddle physics, multi-tier difficulty scaling, and persistent save states.

CERTIFICATIONS & AFFILIATIONS

Programming with C++, How to Write a Resume – Simplilearn (July 2026)

AI for Beginners, AI for Business Professionals & Business Email – HP LIFE (August 2025)

Freelancing E-Certificate – DigiSkills (December 2025)

Affiliations: GitHub Student Developer Pack – Active Member (April 2026)

Languages: English (Fluent, Professional), Urdu (Fluent, Native)