# **ABDULLAH KHALIL**

WEB DEVELOPER

DETAILS

PROFILE

ADDRESS

ISLAMABAD

Motivated Computer Science student with advanced skills in web development, data structures, and algorithm design. Experienced in creating dynamic and responsive web applications using the MERN stack (MongoDB, Express.js, React, Node.js) and Next.js. Proficient in leveraging GSAP for animations and adept in database management with MongoDB and MySQL. Demonstrates strong foundation in C++ and Python, with expertise in machine learning and artificial intelligence to bring innovative solutions to complex problems. Knowledgeable in user interface design, testing, and debugging processes. Equipped with a diverse and promising skill set. Capable of effectively self-managing during independent projects and thriving in collaborative team environments.

ISCANADAD

Pakistan

#### PHONE

+92 3466446436

#### EMAIL

abdullah.khalil123321@gmail.com

#### LINKS

<u>Portfolio</u>

<u>Github</u>

<u>LinkedIn</u>

#### SKILLS

# EDUCATION

### ICS, Islamabad Model College for Boys F-10/4

ISLAMABAD

ISLAMABAD

Jan 2019 — Sep 2021

Completed the Intermediate of Computer Science (ICS). This program provided a robust foundation in computer science principles, including:

**Communication Skills** 

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MySQL • • • • •

Microsoft Office

Node.js

React

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Java • • • • • •

Python

- Programming: Practical experience with C++ and Python.
- Mathematics and Physics: Enhanced analytical and logical thinking abilities.

# BS ( Computer Science ), Bahria University E-8 Campus

Sep 2021 — Present

**Bachelor of Science in Computer Science (BSCS)** Currently pursuing a Bachelor of Science in Computer Science (BSCS). This degree program has further developed my expertise in:

- Web Development: Advanced skills in the MERN stack (MongoDB, Express.js, React, Node.js) and Next.js.
- Animation: Proficiency in using GASP for dynamic and engaging web animations.
- Database Management: Experience with both MongoDB and MySQL.
- Machine Learning and AI: Strong foundation in C++ and Python, applying

Git • • • • •

HTML & CSS

C++

JavaScript

machine learning and artificial intelligence to solve complex problems.

- **Software Engineering:** Solid understanding of software development methodologies, version control (Git), and software life cycle management.
- Object-Oriented Programming (OOP): Proficient in OOP principles and design patterns.
- Project Management: Experience in managing and collaborating on projects using Agile and Scrum methodologies.
- Problem-Solving: Excellent problem-solving skills with a keen ability to troubleshoot and debug complex issues.

#### LANGUAGES

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English

Urdu

ΗΟΒΒΙΕS

Chess, Coding, Gaming, Web Development, Hardware Engineering.

#### PERSONAL PROJECTS

# Dijkstra's Algorithm C++

Jan 2021 — Dec 2024

- Description: Developed an interactive university campus map in C++ utilizing Dijkstra's algorithm to compute the shortest path between locations.
  Leveraged the SFML library for graphical representation and user interaction.
- Key Features: Efficient pathfinding, dynamic map visualization, and user-friendly interface.

# **Quick Dine**

May 2024 — Jun 2024

**Food Delivery System** 

- Description: Built a comprehensive food delivery system using Flutter for the frontend and Firebase for the backend. Enabled real-time order tracking and seamless user authentication.
- Key Features: Enhanced user experience with real-time order updates, secure authentication, and scalable cloud-based database management.

# **Facial Image Recognition System**

Apr 2024 — May 2024

# **Facial Image Recognition System**

- Description: Developed a sophisticated AI neural network using TensorFlow and Python for facial image recognition. Achieved high accuracy through deep learning and extensive training on a diverse dataset.
- Key Features: High-precision facial recognition, real-time image processing, and robust model training.
- Quantifiable Impact: Achieved 95% accuracy in facial recognition,

outperforming previous benchmarks by 15%.

# **Conway's Game of Life**

Apr 2024 — May 2024

# **Project: Conway's Game of Life**

- Description: Created an interactive simulation of Conway's Game of Life using React for a dynamic and responsive user interface. Implemented cellular automata algorithms to visualize the game's evolution.
- Key Features: Engaging simulation with real-time updates, user-controlled settings, and visually appealing interface.

# Elysium

Islamabad

Jan 2024 — Present

#### **Hotel Booking Management System**

- Description: Developed a hotel booking management system using Next.js for the frontend, Express for the backend, and MySQL for database management.
  Streamlined the booking process and enhanced reservation management.
- Key Features: Efficient booking and reservation management, user-friendly interface, and reliable backend functionality.
- Quantifiable Impact: Reduced booking errors by 20% and improved user satisfaction ratings by 15%.

#### COURSES

# React Basics, Coursera (Meta)

Jul 2023 — Sep 2023

# Animation with JavaScript and jQuery, Coursera (University of California, Davis)

Jun 2023 — Sep 2024

# Introduction to MongoDB, Coursera (MongoDB Inc.)

Sep 2023 — Oct 2023