



SALMAN AHMED KHAN

UNIVERSITY STUDENT

CONTACT

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EDUCATION

- 2024-Present
FAST NUCES ISLAMABAD
 - Bachelor of Science
Software Engineering
- 2022-2024
PUNJAB GROUP OF COLLEGES
 - Pre-Engineering

SKILLS

- C++
- Project Management
- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

PROFILE

An ambitious BS in Software Engineering student at FAST-NUCES Islamabad presently in the second semester seeks a summer internship within a dynamic software house. With strong organizational skills and basic theoretical programming knowledge gained in university, hope to help in the area of project delivery and enhance team success with his contributions.

WORK EXPERIENCE

- IEEE FAST-NUCES Islamabad 2024 - PRESENT
Officier Operations
 - Manage all logistical arrangements concerning IEEE workshops, seminars, technical talks, and venue preparations with all required materials on time.
 - Coordinate with IEEE regional representatives and guest speakers on the schedule of events and travel/accommodation arrangements.
 - Promote events on campus via email campaigns and social media for an increased 40% attendance.
- FAST SOFTWARE ENGINEERING SOCIETY 2024 - PRESENT
Officier Operations
 - Significant participation in drafting and realizing multiple society events including Welcome Party, technical seminars, and hands-on workshops.
 - Have managed the operational planning of a collaborative seminar held along with Arbisoft Software house coordinating logistics and coordinating participation with industry professionals and also engaging with audiences.
 - Supervised venue arrangement and equipment setup, managed registrations, and handled live event troubleshooting for over 100 attendees.
 - Worked closely with and among them to bring high standards in execution to all events held by society and representation in the society.
- FAST Computing Society 2024 - PRESENT
Member
 - This includes being involved actively in the organizing of society events such as welcome and farewell functions, tech workshops, and seminars.
 - In addition, the individual helped with participant coordination, logistics, and day-of operations with Code Sprint.
 - HE also contributed a lot to TechConnect, which is among the biggest events organized by the society, in terms of venue setup, speaker coordination, and flow of the audience.
 - They have always portrayed their teamwork spirit, adaptability, and proactiveness in problem solving in an activity-filled event environment.

LINKDIN LINK

www.linkedin.com/in/salman-ahmed-khan-843240226

NASCON-SPEED PROGRAMMING COMPETITION

2024

Officier Operations

FAST-NUCES's largest annual tech event. Oversaw event logistics, coordinated with participants, judges, and tech teams, and ensured smooth execution under high-pressure, time-sensitive conditions.

SABA School – Personality Development Project Volunteer

2024

- Assisted in delivering sessions focused on soft skills, confidence-building, and character development for school students.
- Engaged with youth from underprivileged backgrounds, promoting self-awareness and communication through interactive activities.
- Collaborated with fellow volunteers and coordinators to create a supportive and growth-oriented environment.

PROJECTS

Programming Fundamentals Project – Let's Play UNO!!

2024

I developed a console-based 2-player UNO game in C++ that simulates the classic card game experience. The project focused on applying object-oriented programming principles and core C++ concepts while ensuring a fun, interactive gameplay experience.

Key Features:

- Full UNO deck with 108 cards, including action and wild cards.
- Turn-based gameplay for two players with card validation and rule enforcement.
- Implemented special card functionalities like Skip, Reverse, Draw Two, Wild, and Wild Draw Four.
- Shuffling algorithm to randomize the deck before every game.
- "UNO" call mechanics with penalties for missed calls.
- Game history logging to record moves, scores, and winners in a text file.
- User-friendly console interface with intuitive prompts and real-time updates.
- This project helped strengthen my skills in C++ (arrays, functions, file handling) and problem-solving while emphasizing clean code practices like proper indentation and comments.

My Bookstore Application – Web Development Project

2024

I developed a bookstore website that allows users to browse and purchase books online. This project focused on front-end development, ensuring a user-friendly and visually appealing interface.

Key Features:

- Login/Sign-up Page – Secure authentication system for users.
- Home Page – Showcasing featured books and categories.
- Categories Page – Organized book listings by genre.
- Book Details Page – Detailed information, pricing, and reviews.
- Shopping Cart & Checkout – Seamless user experience from browsing to purchase.
- Responsive Design – Ensuring accessibility across devices.
- This project enhanced my web development skills by applying HTML, CSS, UI/UX design principles, and best coding practices. Looking forward to working on more dynamic and interactive web applications!

UrbanEase Store Analytics System

2025

Developed a C++ application to analyze 100+ retail stores using struct-based data modeling. Implemented k-means clustering for logistics optimization, weighted scoring for store rankings, and moving-average sales forecasting. Added dynamic ASCII visualizations for trend analysis without external libraries. Enabled data-driven decisions with 85% forecast accuracy and 18% simulated cost reduction. Demonstrated skills in algorithms, data processing, and memory-efficient design.

Magical Pets Kingdom | C++ Game Development 2025

Developed an object-oriented C++ game featuring mythical creatures (Dragons, Phoenixes, etc.) with unique abilities, strategic battles, and guild management. Engineered polymorphic class hierarchies for pets, enabling dynamic ability systems (Fireball, Rebirth) via inheritance and abstraction. Implemented dynamic memory management (RAII, smart pointers) to prevent leaks during long gameplay sessions. Designed save/load functionality with robust input validation and exception handling for persistent player progress. Built intelligent bot opponents using decision trees and weighted algorithms for adaptive difficulty. Created an in-game economy (shop, consumables) and scalable console-first UI, later extended with SFML graphics.