



# SOHAIB AHMAD

COMPUTER SCIENTIST

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## ABOUT ME

As a dynamic software engineer with a passion for technology and education, I bring a unique blend of technical expertise and instructional experience to the table. Currently excelling as an instructor, I have honed my skills in conveying complex concepts in an accessible manner. My robust programming abilities are underpinned by a rich portfolio of projects in web development and data science, showcasing my aptitude for creating innovative solutions and driving technological advancement. I am eager to leverage this diverse skill set in a challenging new role, aiming to contribute significantly to the success of my future team and projects.

## LINKS

LinkedIn:  
<http://www.linkedin.com/in/sohaibahmadali>

## INTERESTS

### BLOCKCHAIN

Exploring new applications of smart contracts and blockchains and how they can transform various sectors

### COMPRESSION ALGORITHM RESEARCH

Google BRR Technology and new alternatives to Cubic and Reno

## WORK EXPERIENCE

### FAST NUCES

Lahore  
Aug 2022 - Present

#### Instructor

Instructed core programming courses encompassing Programming Fundamentals, Object-Oriented Programming, Data Structures, Operating Systems, and Artificial Intelligence, fostering a dynamic learning environment and equipping students with practical skills in FAST.

## INTERNSHIP

### SYSTEMS LIMITED

Lahore  
Jul 2021 - Jan 2022

#### Data Analyst

I conducted data analysis, utilized tools such as Excel and SQL to clean and preprocess datasets, collaborated with cross-functional teams, and produced insightful reports, contributing to improved data accuracy and supporting decision-making processes.

## EDUCATION

### UNIVERSITY OF CENTRAL PUNJAB

Lahore  
2022

#### Bachelor of Science in Computer Science

CGPA 3.13

### GOVT. DEGREE COLLEGE

Okara  
2017

#### FSc. pre-engineering

## FINAL YEAR PROJECT

Jul 2023 - Jul 2023

#### Self Organized Class Incremental Neural Networks

We built a continuous system that has the ability to process the continuous infinite and non-stationary data stream without losing previously acquired knowledge.

## PROJECTS

C++ Based

#### Huffman Encoding and Decoding

Implementation of Algorithm that Encoded, Decodes and Searches given data

## SKILLS

PYTHON

HTML, CSS, JS, REACTJS, PHP

C++

SOLIDITY

Python GUI Based

### ● **AI based Tick Tack Toe**

Mini-max algorithm based

C++ Console Based

### ● **Facebook Replica**

OOP Paradigm based replica of Social Media Platform  
TimeLine,Post,FriendList and Sharing Functionality

C# And Unity  
Based

### ● **Ludo Star**

Replica of Ludo Star Android Game  
Applicability and Audience: Entertainment for a general  
audience.

C++ GUI Based

### ● **Candy Crush**

Replica of Candy Crush Android Game  
Complete Functionality of all variations implemented in  
one  
Applicability and Audience: Entertainment for a general  
audience.