SYED GHULAM MURTAZA SHAH

COMPUTER SCIENCE STUDENT

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visit my portfolio

ABOUT ME

Computer Science undergraduate with hands-on experience in full-stack web development (React, JS) and game design (Java, Godot). Proven ability to bring complex technical concepts to life through extensive project work, including multiplayer games and algorithmic simulators. Looking to apply my coding versatility and problem-solving skills to a challenging internship or junior developer role.

EDUCATION

Degree:

Bachelor in Computer Science

SIBAU(Sukkur IBA University)

2023 - 2027

KEY SKILLS

- Programming: Java, C++, Python, JavaScript, HTML/CSS, GDScript
- Tools & Frameworks: React, Godot, Processing, Git/GitHub

PROJECTS

PATHFINDING ALGORITHM SIMULATOR | JAVA

- Engineered a grid-based visualization tool to simulate pathfinding algorithms, including Dijkstra, A*, BFS, and DFS.
- Implemented interactive node generation, random as well as custom map generation allowing users to visualize algorithmic efficiency and shortest-path calculations in real time.

SOFTWARE DEVELOPER PORTFOLIO | HTML, CSS, JAVASCRIPT

- Designed and deployed a responsive web portfolio to effectively showcase software engineering and game development projects to prospective employers.
- Structured a clean, user-friendly interface optimized for cross-device compatibility, featuring interactive elements and centralized access to code repositories.
- Live Site: [radon4718.github.io/PortFolio/]

FISH RACER MULTIPLAYER GAME | GODOT, GDSCRIPT

- Developed a 2D infinite side-scrolling multiplayer game featuring dynamic environmental obstacles and boss encounters.
- Designed and programmed collision systems, sprite animations, and scalable level generation mechanics to ensure smooth gameplay loops.

2D SIDE-SCROLLER GAME | JAVA

- Engineered a level-based platformer utilizing object-oriented programming to manage game states, animated sprites, and AI for entity behaviors.
- Programmed custom physics and a robust collision detection system to handle real-time interactions between the player, environmental hazards, and dynamic enemy obstacles.
- Designed an interactive health and progression system across multiple stages, ensuring a cohesive and challenging gameplay loop.