



HAYAT ISHFAQ

Address: G-10 Markaz, Islamabad
Phone: +923014441438
Email: hayatishfaq2@gmail.com
LinkedIn: www.linkedin.com/in/hayat-ishfaq
Github: www.github.com/hayat-ishfaq

SUMMARY

Software Engineering undergraduate with a strong foundation in programming, object-oriented design, data structures, and software development principles. Experienced in building small applications, automations, and academic projects with a focus on clean code and real-world problem solving. Passionate about learning new technologies and creating practical, user-focused solutions.

EDUCATION

Bachelor in Software Engineering

Sep 2023 - Present

- Programming Fundamentals, OOP, Software Engineering, SDLC, Data Structures and Algorithms, Database Systems, Computer Networks, Intro to AI with Python (Numpy, Pandas, Matplotlib, SciPy, Seaborn), Ai Agents

Fsc Pre-Engineering

June 2021 - June 2023

- Percentage: 77.4%

TECHNICAL SKILLS

Programming Languages:	C++, Python, Dart
Database:	MS Access, Oracle, Firebase Realtime Database, Firestone
Tools:	VS code, Android Studio, Git & Github, Colab, Canva, Figma, MS Office
Framework/Libraries	Qt, Flutter
Others:	Automation, Data Entry, Data Analytics

WORK EXPERIENCE

App Development Intern

Digital Empowerment Network (Remote) | Jul 2025 - Sep 2025

- Developed multiple apps (Quiz, Task Manager, Notes with Auth, Ads-Integrated Notes, Chat Application).
- Gained practical exposure in UI/UX design, authentication, cloud databases, and app monetization.

Freelance Graphic Designer & Video Editor

Jan 2021 - Jan 2023

- Design 100+ Thumbnails and posts for a YouTube Channel using Canva.
- Edited 50+ videos for clients using Adobe Premier Pro and Capcut.

PROJECTS

Space Shooter Game

Language: C++ | Library used: SFML

- Key Concepts: OOP, File handling
- Developed a 2D space shooter game utilizing object-oriented programming (OOP) principles in C++. The game includes features like player-controlled spaceship, enemy ships, projectile mechanics, and scoring systems. Integrated various design patterns and OOP concepts.

Social Learning App

Language: Dart | Framework: Flutter

- Key Concepts: Firebase, Responsive UI, State Management, Authentication, CRUD
- Designed and developed a Social Learning App using Flutter (Dart), enabling users to create profiles, connect with peers, join study groups, and share learning resources through posts and discussions. Built a responsive, cross-platform UI and implemented core features such as content feed, search/filter, and create/read/update/delete flows for posts and groups. Integrated backend services (e.g., authentication + cloud database) for persistent data and real-time updates, with focus on clean navigation, reusable components, and scalable project structure.

ADDITIONAL INFORMATION

- Languages:** English, Urdu.
- Awards/Activities:** Participated on CodeAir and more.