



MUNEEB UR REHMAN

SOFTWARE ENGINEERING UNDERGRADUATE

Location : Gulshan-E-Jamal, Karachi

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Github : www.github.com/Muneeb720213

Portfolio : <https://delightful-conkies-34af63.netlify.app/>

Linkedin : www.linkedin.com/in/muneeb-ur-rehman-749363281/

Detail-oriented Software Engineering undergraduate with hands-on experience in C, Java, and WordPress development. Delivered multiple academic and freelance projects using multithreading, microservices, and SEO-optimized design. Strong focus on system performance, modularity, and user-centric features, with proven impact through measurable improvements.

TECHNICAL SKILLS

- **Languages:** C, Java, JavaScript, C#, Python
- **Web Development:** HTML, CSS, WordPress, Elementor
- **Tools & Platforms:** Git, VS Code, Microsoft Azure, Figma, Canva
- **Frameworks & Patterns:** REST APIs, Microservices, Factory, Singleton, Observer
- **Other Skills:** SEO, UI/UX Design, Responsive Web Design, Agile Fundamentals

SOFT SKILLS

- Resolved technical challenges using logic-driven strategies and structured debugging
- Prioritized tasks effectively to meet tight academic and project deadlines
- Collaborated across diverse teams in high-pressure environments
- Created user-centric designs through usability testing and iterative feedback
- Applied structured analysis and system-thinking in backend architecture

PROJECTS

1. Chess Game (C with Threading)

- Engineered a multithreaded chess game using POSIX threads, reducing input lag by 40% through concurrent input and display handling.
- Refined move-handling logic for complex rules (castling, pawn promotion), cutting processing latency by 25%.
- Modularized core rendering functions, boosting code maintainability by 30% and reducing bug reports by 40%.

2. Java-Based Plagiarism Checker – Java Swing

- Created a desktop plagiarism checker using Java Swing, supporting real-time scanning across 3 file formats with ~93% detection accuracy.
- Engineered tokenization and string-matching algorithms to compare documents and flag similarity.
- Designed backend logic to parse and tokenize input, reducing processing time by ~40% vs naive matching.

3. University Management System – Java Swing

- Architected a desktop application to manage students, courses and attendance in one system.
- Introduced secure, role-based access for 3 roles (admin, teacher, student) with login and input validation.
- Structured 3 core CRUD modules (students, courses, results) using JDBC with a normalized MySQL database.
- Crafted Swing forms and tables so non-technical staff can quickly search, update and export records.

4. Cloud-based File Sharing System – Python, HTML/CSS

- Built a web app where users can upload, share and download files through a browser, centralizing collaboration in one place.
- Set up user authentication and authorization so files are only visible to permitted users.
- Organized file metadata and sharing rules in a relational database, adding search and filters for quick access.
- Created a clean, responsive interface with HTML/CSS to show upload status, file lists and download actions.

All of my projects are available on GitHub: github.com/Muneeb720213

EDUCATION

Bachelor of Science in Software Engineering

Bahria University, Karachi Campus

Aug 2022 - Aug 2026

- Relevant Coursework: Software Quality Engineering, Data Structures, Web Technologies

Intermediate in Pre-Engineering

Bahria College Karsaz

April 2020 - May 2022

EXPERIENCE

WordPress Web Developer & Content Creator (Freelance) — Remote · 2022 – Present

- Deliver custom WordPress & Elementor websites plus SEO-optimized blog pages and landing pages for international clients across business, portfolio and academic niches.
- Design high-impact presentations, KPI decks and marketing materials in PowerPoint / Google Slides / Canva, turning complex data and briefs into clear visual stories.
- Write research-based content (articles, SaaS reviews, reports) and maintain a 4.9/5 rating across 10+ completed projects through responsive communication, quick turnaround and openness to feedback.

RESEARCH & PUBLICATIONS

M. T. Mohsin, M. ur Rehman, M. A. Iqbal, S. R. Ali, “Design & Development of VTernship: A Virtual Internship Platform for Skill Enhancement,” submitted to an IEEE conference (under review), 2025.

ADDITIONAL INFORMATION

Languages:

- English: Intermediate
- Urdu: Fluent (Speaking)
- Chinese: Basic
- Italian: Basic