

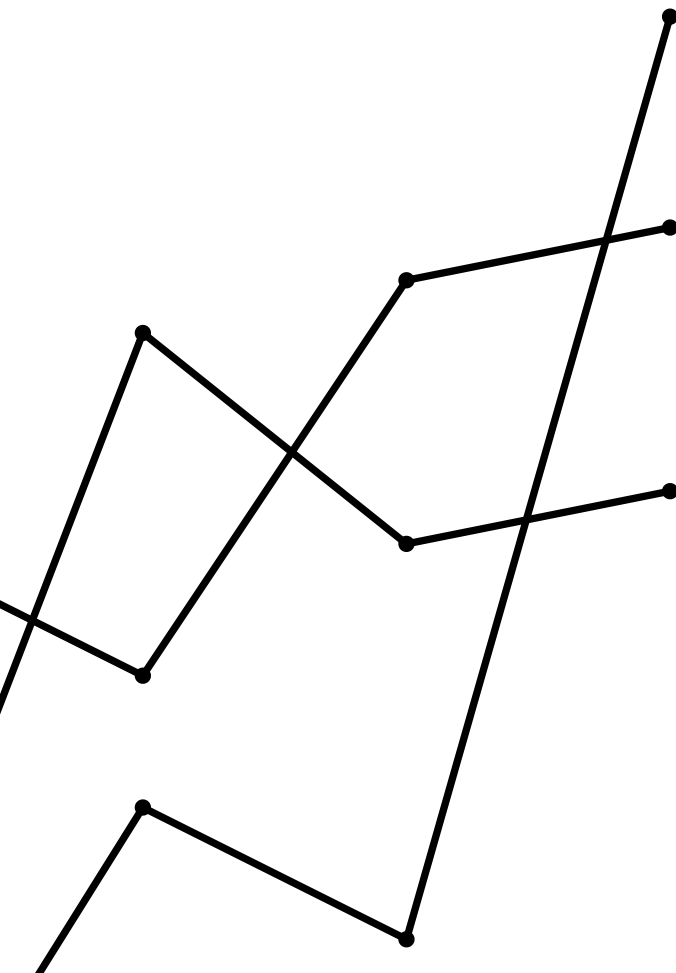
1 0 1 1 0 1 0 1
0 1 1 0 0 0 1 0
0 0 1 1 1 1 0 0
0 1 0 0 0 0 0 1
1 0 0 0 1 1 1 0
0 1 1 0 0 1 0 1
0 0 0 0 0 1 1 0
0 1 0 1 1 0 0 0
0 0 1 0 0 0 1 1
1 1 1 0 1 0 0
0 1 0 0 0
1 0 1 1
0 0 1 1

MURAD SHAH

COMPUTER SCIENCE AND FINANCE

Aspiring Fin-Tech (Financial Technology) Developer

M_shah15@u.pacific.edu



SKILLS

TECHNICAL:

Web Development: HTML, CSS, JavaScript, Responsive Design

Cloud Development: Buckets, Cloud Hosting, Scalability IAM Policies, Encryption, SSL/TLS

Data Visualization: Power BI, Dashboard Creation, Data Modeling

Financial: Sales Data Analysis and Normalization, Data Connections and Integration, Revenue Forecasting and Trend Analysis, Financial Metrics Reporting and Visualization

PERSONAL:

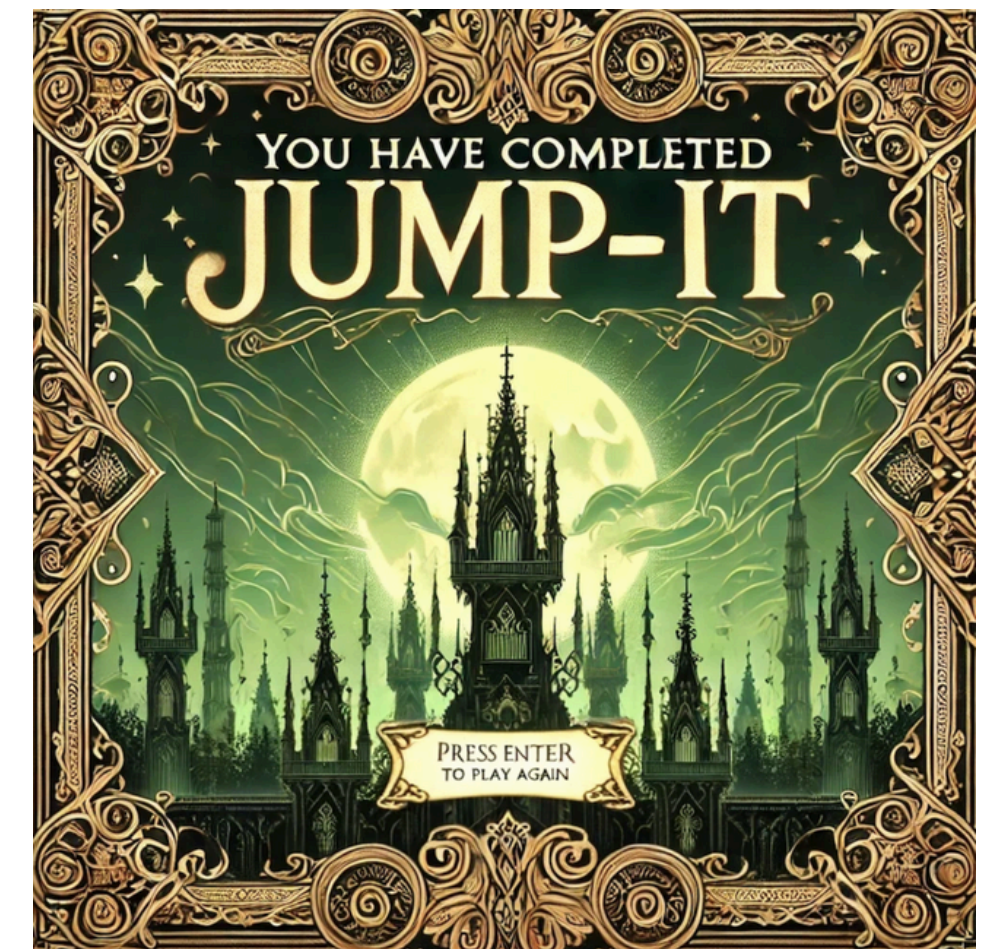
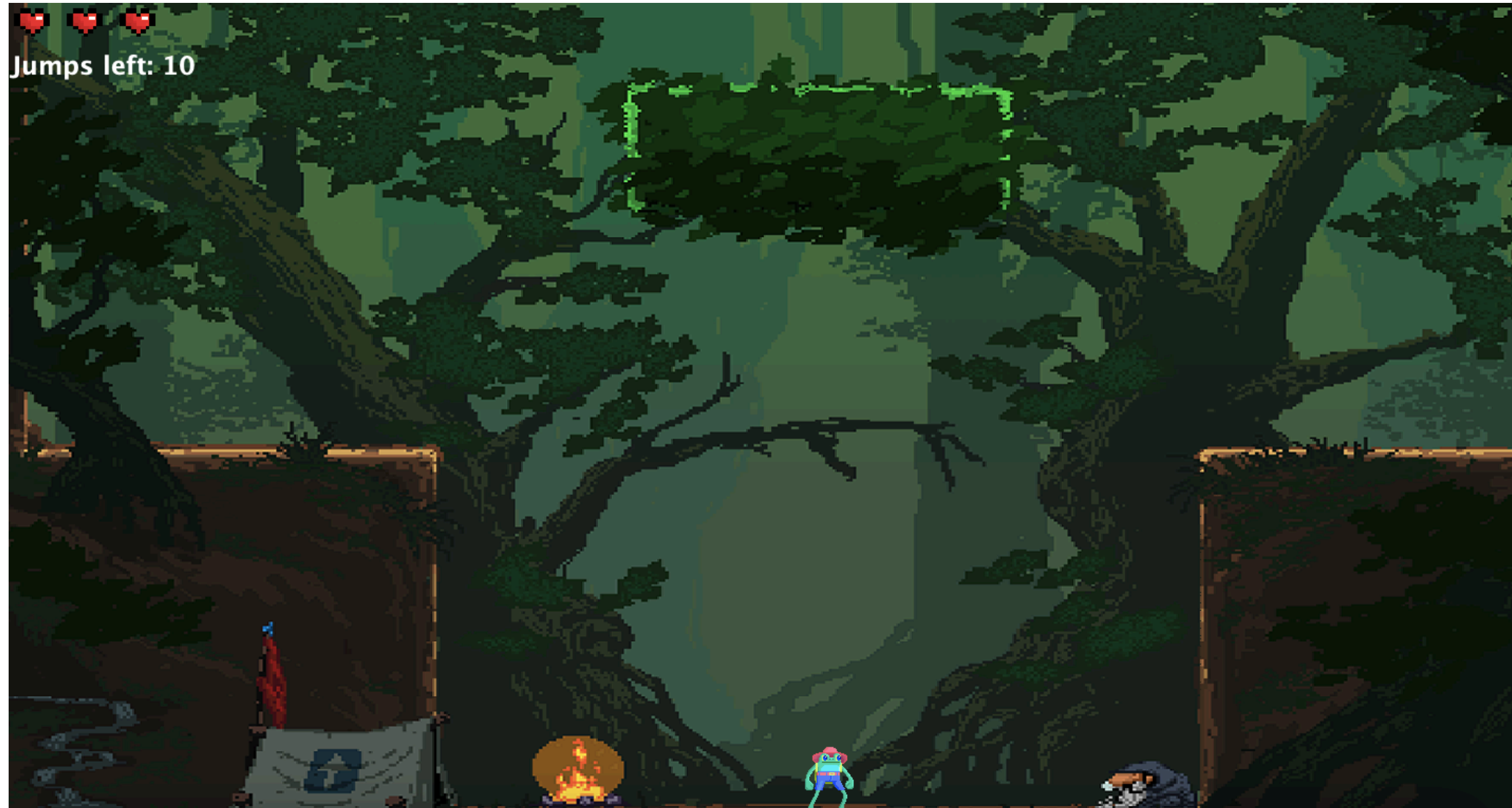
Event Coordination, Event Planning and Execution, Community Engagement and Outreach, Protest Organization and Public Speaking, Campaign Management, Budget Planning and Resource Allocation, Networking and Partnership Development, Policy Analysis and Recommendation Development, Crisis Management and Emergency Planning

LANGUAGES:

Programming: C++, Java, HTML, Python, SQL

Spoken: Pashto, Hindko, Punjabi, Hindi, Urdu

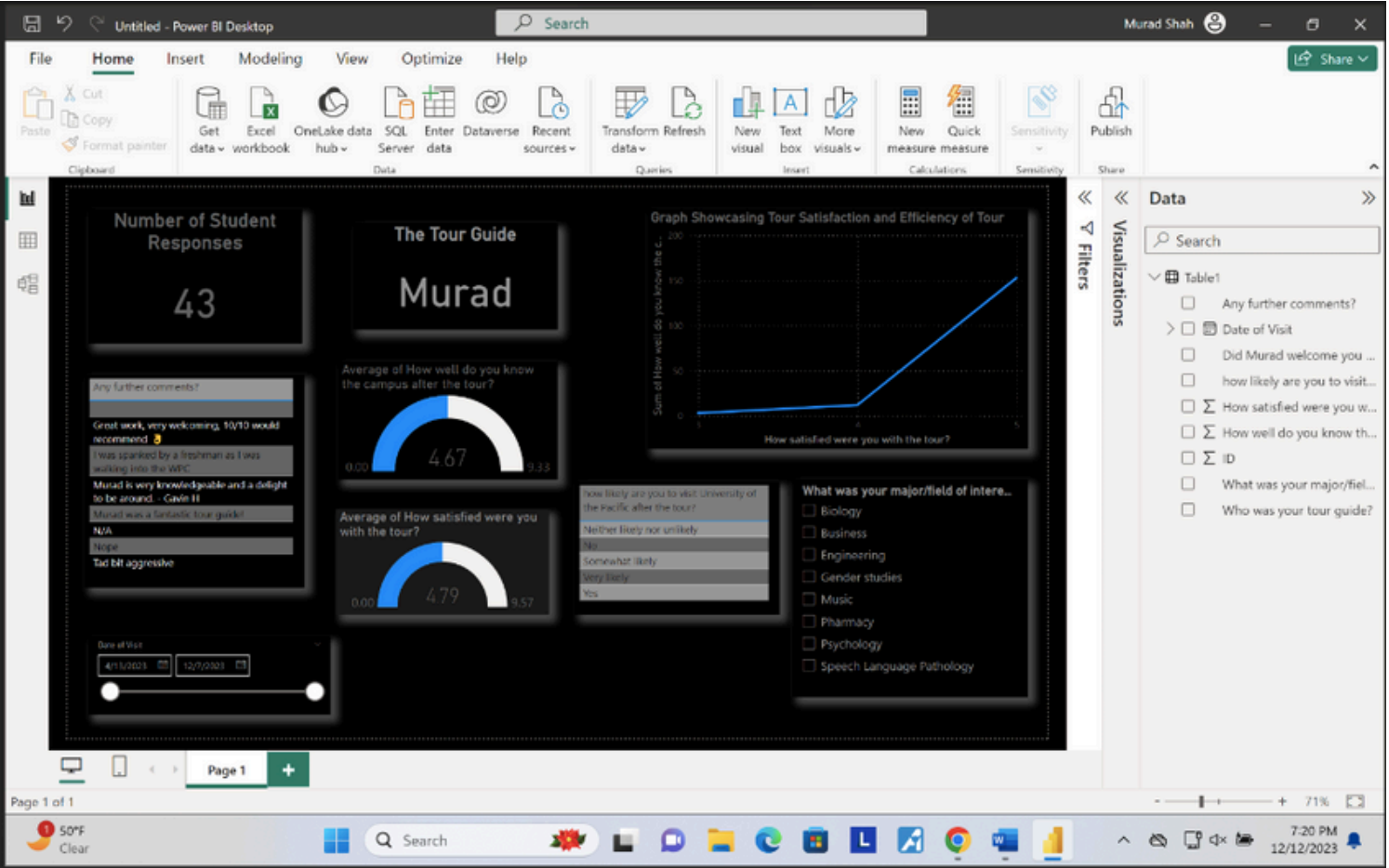
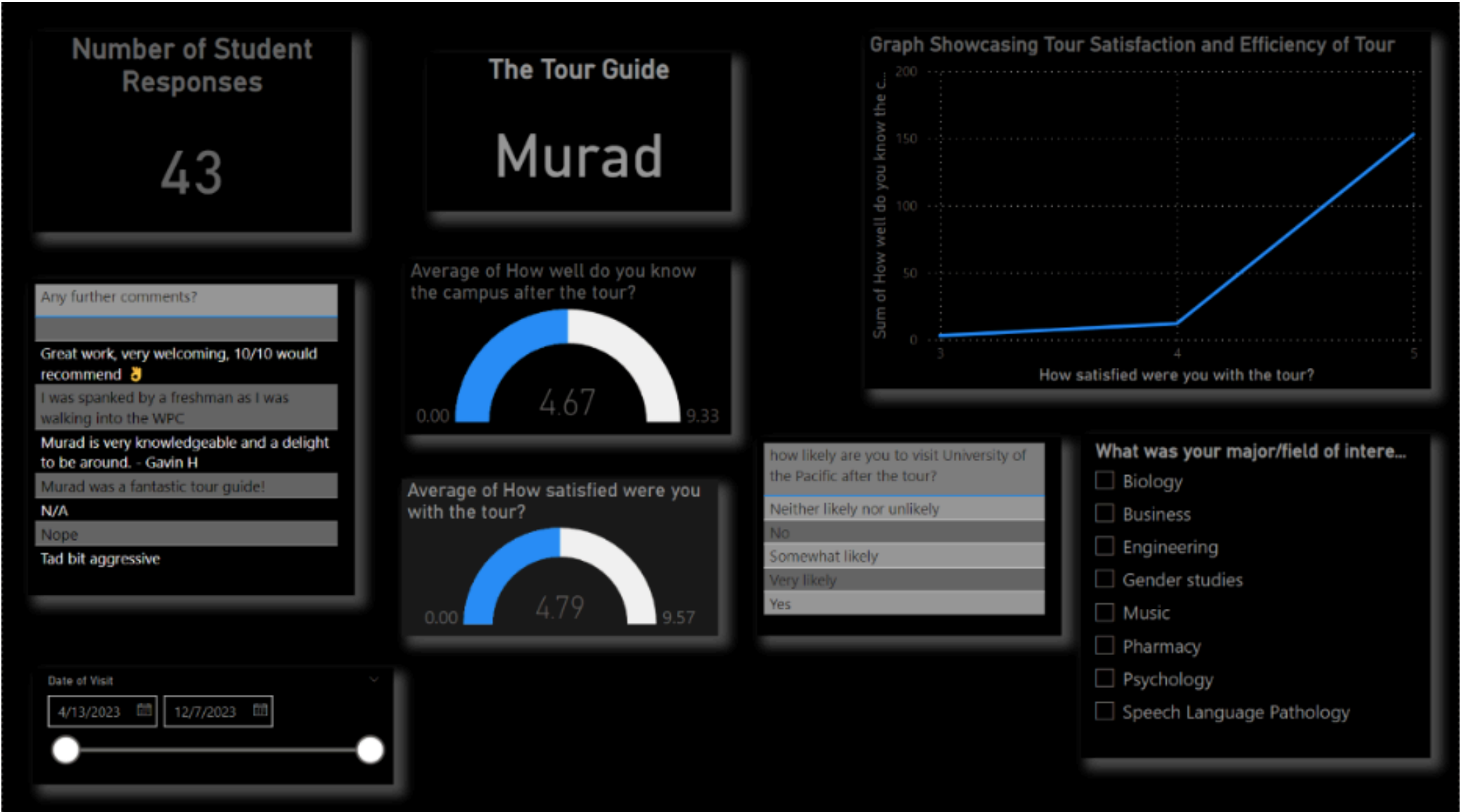
PROJECTS



ANALYSIS

In my application development course, my group and I created a 2D game which included a platform, obstacles in form of traps, and the player movement. I created a new grid system where I managed platforms and traps using a two dimensional array which made it possible to place them dynamically in the game. I wrote functions that would help in collision detection which made the player react well with the platforms and the traps. I came up with the trap activation logic and implemented it using new classes such as PushSpring and WindTrap and then incorporated them into a generalized trap class to enhance code organization. I wrote the game's physics which include gravity, jumping and the movement on the horizontal plane. In order to ensure that the game is scalable, I followed the principles of modular design and created different classes such as Player, Grid and Jumpmap which had methods that were well encapsulated. During the development of the project, I implemented, tested and debugged the main features of the project to make the gameplay smooth and to provide the best experience to the user. This project has helped to improve my Java skills, object-oriented programming and the best practices for application development.

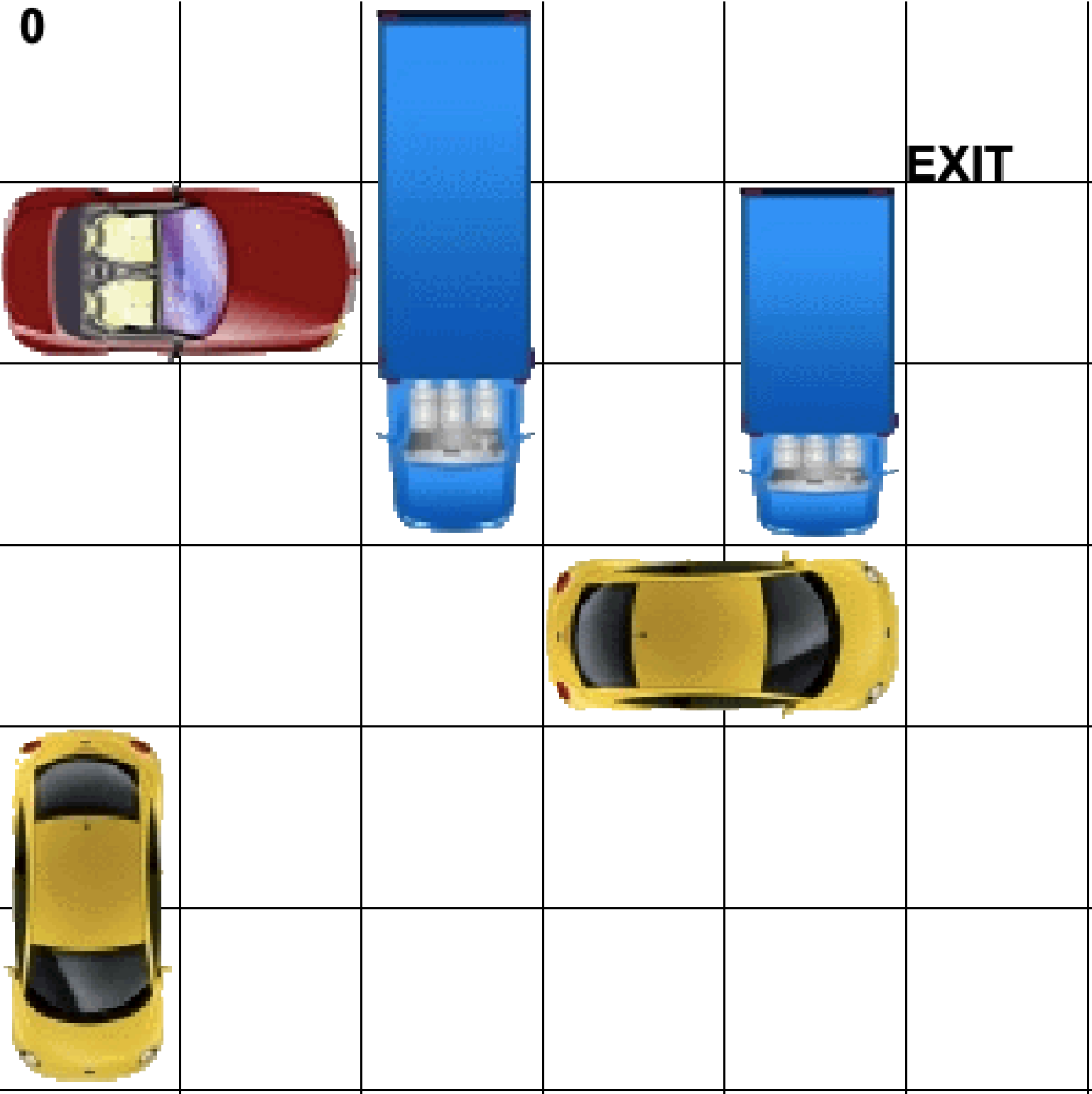
PROJECTS



ANALYSIS

The dashboard I've shared shows the information I gathered from a survey given to students who joined my tours at the University of the Pacific campus. I created a survey using Microsoft Forms with about 8 to 10 questions to assess how well I did as a tour guide and the impact of the campus tour, on their experience. The collected data includes student satisfaction levels after the tour and their familiarity with the campus well as their likelihood of selecting UOP in the future. The dashboard presents a variety of insights that show satisfaction ratings along, with comments and the relationship between satisfaction and knowledge about the campus effectively displayed in elements like date filters for visits and major fields to enable focused data examination. This initiative showcases my proficiency, in gathering, examining and presenting real world input which contributes to my performance assessment while offering guidance for tours.

PROJECTS



Congratulations! You've solved the game!

ANALYSIS

In this project I created a grid based puzzle game influenced by the sliding vehicle parking lot puzzle genre using Java and the ACM graphics library. I included elements like moving vehicles, collision detection, and a victory condition when the players vehicle exits the grid. To improve user engagement I incorporated mouse event handlers for dragging and dropping vehicles for intuitive gameplay mechanics. Furthermore I paid attention to ensuring alignment of vehicles by aligning them with their rows or columns while in motion. In order to create a user friendly interface for players to enjoy a concise gaming experience, in Java programming language project. In this assignment I needed to use my problem solving abilities and pay attention to the details to troubleshoot and improve the code, for gameplay experience. During this project time I got a grasp of object oriented programming principles event driven design and user interface creation, in Java.

PROJECTS

OverviewInsightPerformance

Air Jordan 1 Low SE

Always fresh and never out of style, the Air Jordan 1 Low is one of the most iconic sneakers of all time. This SE version shakes up the classic design with flavourful new colour schemes and trim details.









Product Name

Air Jordan 1 Jest...

Air Jordan 1 Low

Air Jordan 1 Low...

Air Jordan 1 Mid

Air Jordan 1 Mid...

Air Jordan 1 Nova...

Air Jordan 10...

Air Jordan 11 Low



OverviewInsightPerformance

Air Jordan 1 Low SE

Always fresh and never out of style, the Air Jordan 1 Low is one of the most iconic sneakers of all time. This SE version shakes up the classic design with flavourful new colour schemes and trim details.



0Sum of Listing Price



0Sum of Reviews



9.00KAverage of Sale Price



0.00Average of Rating





OverviewInsightPerformance

PrevYearUnits2K

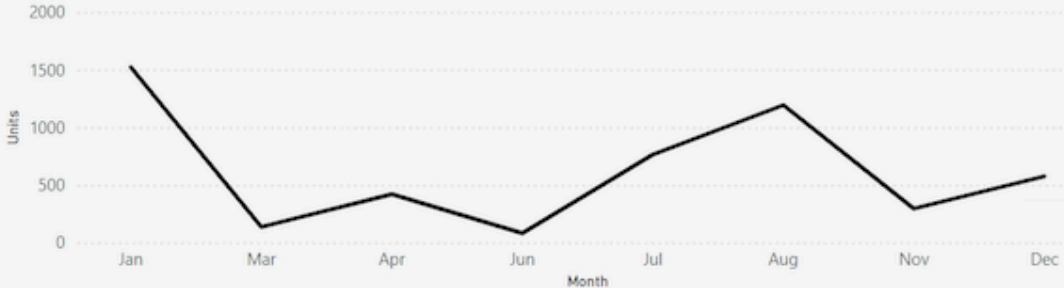
CurrentYearUnits3K

Profit273.09K

Units by Region



Units by Month







ANALYSIS

To make this Power BI dashboard happen I used pretend sales data, for Nike items to display success, product details and monthly sales patterns. I started by combining a dataset with sales figures, profits and product specifics to make sure all graphs and data are linked and shown clearly. To make it more engaging, for users I added slicers that let them filter by product types and timeframes so they can explore areas in detail.

- The Performance Page showcases metrics, like units sold in the year and current year as well as total profit figures. I utilized a clustered column chart to depict unit sales for an assessment of sales performance, in various areas. Furthermore a line chart illustrates sales trends to assist users in recognizing patterns. To enhance the presentation and ensure data coherence product images were incorporated.
- The Insight Page of the websites product section is where you'll find in depth details about products like the Air Jordan 1 SE shoe model I researched and analyzed aspects like sales figures and customer ratings to compile brief summaries on pricing trends and reviews as well as the average selling price of these shoes This section also features a combination of product visuals and detailed descriptions to create a seamless user experience that effectively showcases the product while staying true, to its brand identity
- The Overview Page gives an overview of the Air Jordan 1 SE and includes a collection of associated product photos, for easy reference and comparison, between various models available.

I used Power BI's data modeling features to establish connections, between tables so that sales data and product information could be smoothly integrated with elements in a user manner where slicers respond dynamically to user commands for adjusting visuals accordingly in the end creating a visually appealing and interactive dashboard merging style with practicality that accurately reflects fabricated sales data, for Nike.

PROJECTS

```
#include "classCheckings.h"
#include "classSavings.h"
#include <algorithm>
#include <iostream>
#include <vector>

class BankAccount {
public:
    void bankAccMenu();
    void setBnkAccNum(pair<string, int> accNum) {
        this->accNum->first = accNum.first;
        this->accNum->second = accNum.second;
    }
    pair<string, int> getBnkAccNum() { return *accNum; }
    void printInfo();
    void openSavAcc();
    void openChkAcc();
    void modSubAcc();
    void closeSubAccount();
    void briefBnkAccInfo();
    void detailSubBnkAccInfo();
    void setFirstName(string firstName) { this->firstName =
firstName; }
    void setLastName(string lastName) { this->lastName = lastName;
}
    void setSSN(string SSN) { this->SSN = SSN; }
    string getFirstName() { return firstName; }
```

```
#include "bankOperations.h"
#include "bankAccount.h"
#include <iostream>
#include <algorithm>

int BankOperations::numOfBnkAcc = 0;

void BankOperations::openBankAcct() {
    string firstName, lastName, SSN;
    BankAccount *bankAcct = new BankAccount();

    cout << "\n\tEnter the first name of the account holder: ";
    cin >> firstName;
    bankAcct->setFirstName(firstName);

    cout << "\tEnter the last name of the account holder: ";
    cin >> lastName;
    bankAcct->setLastName(lastName);

    cout << "\tEnter the SSN of the account holder: ";
    cin >> SSN;
    bankAcct->setSSN(SSN);

    bankAcct->setBnkAccNum(make_pair("BNK", 10000 + numOfBnkAcc));

    numOfBnkAcc++;
    bankAccts.push_back(bankAcct);
```

ANALYSIS

This project presents a banking management system that was developed using C++ and principles of object oriented programming. The system is created to manage banking tasks such as, setting up overseeing and closing savings and checking accounts. Through a design that guarantees it can grow and be easily maintained, with features like tracking transactions, organizing account information, and managing files continually linked together.

The main points to note are how inheritance is used to distinguish between the features of SavingsAccount and CheckingsAccount while also sharing functions through a base BankAccount class structure, in place. Efficient account management is made possible through a data structure and real time account count is tracked using variables. To enhance user experience and ease of use for banking tasks the program offers a menu driven interface making navigation and transactions, for users.

This project showcases abilities, in designing software and solving problems while integrating real world financial principles into programming tasks effectively It serves as a model for creating a reliable application that prioritizes user experience with a structured and neat coding methodology. It is especially suitable, for situations demanding management of data and clear functionality showcasing its scalability and meticulous attention to detail.

PROJECTS

[About Me](#)[Resume](#)[Portfolio](#)[Recommendations](#)[GitHub](#)[LinkedIn](#)

About Me

My name is Murad Shah, and I am a third-year student at the University of the Pacific, pursuing a dual degree in Computer Science and Finance, with an expected graduation in May 2026. I am passionate about the balance and composition of these two fields, finding ways to integrate my knowledge of finance in my engineering courses while applying technological concepts in my finance studies. Beyond academics, I have been involved in advocacy work since I was 13 years old, dedicating myself to battling injustice and promoting reform through internships with non-profits in California, such as EMAC, TOLA, and Fathers and Families of San Joaquin. I also take great pleasure in mentoring my peers, sharing my experiences and insights to support their personal and professional growth. In my free time, I indulge my creativity through sewing and creating garments, a passion I've adopted since I was three years old—often wearing items I've made or altered. To maintain balance in my life, I enjoy swimming, as it provides a quiet space for my mind to unwind.

ANALYSIS

I created an interactive website to display my career progression and hobbies by using HTML, CSS and JavaScript to build its layout and design components. The site includes user navigation, with sections for an introduction about me links to download my resume and portfolio, recommendations and easy access to my GitHub and LinkedIn profiles. To make the browsing experience more engaging I added elements such, as effects and a functional contact form to allow one to get in touch with me.

I used Amazon S3 buckets for hosting the website to ensure dependable delivery, via cloud based infrastructure. By adopting this method I made the site easily accessible with a secure hosting solution showcasing my experience for blending expertise with cloud services. The fusion of design interactive features and strategic hosting underscores my aptitude in web development and my dedication to showcasing my work in a manner. This project showcases my skill in blending knowledge and creativity to create a website that is easy to use.