Muhammad Nauman Raza

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Software Engineer & System Administrator.

Profile

I'm a software engineer with 7 years of experience developing programs serving a variety of functons and in several languages, recently focusing on Python and Rust. I have experience building command-line, graphical and web applications.

📅 **11 Aug 2008**   **15 years old**

Education

Secondary
King Edward VI Aston Grammar School

📅 Sep 2019 — June 2024   📍 Birmingham, UK

Certificates

Microsoft Technology Associate
Software Development Fundamentals

📅 Apr 2017

Interests

- Exercise
- Managing my home server
- Cybersecurity

Skills

Python	●●●●●
Linux	●●●●●
Rust	●●●●○
Go	●●●○○
Git	●●●○○
Nix	●●○○○
Docker	●●○○○

Projects

Webchain
📅 June 2024

A minimalist web app for managing internet bookmarks, made using the Rocket Rust framework. Utilises an SQLite database and intends to be a very fast way of archiving links. A work in progress.

Bunbun
📅 Mar 2024

A simple and adorable system information utility made for the command-line and written in Rust.

Vaporise
📅 Mar 2024

Alternative to the `rm` command-line utility from the GNU coreutils, featuring enhanced functionality and a prettier interface.

rustboyadvance-ng
📅 Mar 2024

A Nintendo™ Game Boy Advance emulator (forked from `github.com/michelhe/rustboyadvance-ng`) with an improved user experience and a cleaner, simpler codebase.

Ambition
📅 Jul 2023

A fast-paced 2D MMORPG written in Rust using the Bevy game engine, played from a top-down perspective and mixing vector art and pixel art. A work in progress.

DianciEmacs
📅 Nov 2022

Emacs configuration framework providing a solid and beautiful layer for users to build their own configurations on top of.

Catchtwo
📅 Dec 2021

A Discord userbot which interfaces with the Pokétwo Discord bot to automatically progress the user's account.