

MUHAMMAD AMMAR AMJAD

GIS | Remote Sensing | Web GIS Developer

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OBJECTIVE

Geo-Informatics Engineering student at NUST with practical experience in GIS digitization, remote sensing analysis, and Web GIS application development. Seeking an internship opportunity to apply geospatial technologies in real-world mapping and spatial analytics projects.

EDUCATION

National University of Sciences & Technology (NUST), Islamabad

BS Geo-Informatics Engineering (Sept 2024 – May 2028)

CGPA: 3.5

City College of Science & Commerce, Multan

FSC. Pre-Engineering (2021 – 2023)

PROFESSIONAL EXPERIENCE

GIS Internship | GeoKits

- Digitized two villages in Lasbela District using QGIS and Google Satellite imagery.
- Created and managed GIS layers, attribute data, and coordinate systems.
- Conducted urban digitization for a selected area in Tripoli, Libya.
- Delivered accurate, client-ready geospatial datasets.

ACADEMIC PROJECTS

Rice Cultivation Mapping | Gujrat District (2025) | *ERDAS Imagine, ArcMap, Google Earth Engine, Sentinel-2*

- Digitized two villages in Lasbela District using QGIS and Google Satellite imagery.
- Created and managed GIS layers, attribute data, and coordinate systems.
- Conducted urban digitization for a selected area in Tripoli, Libya.
- Delivered accurate, client-ready geospatial datasets.

Surface Analysis | DEM, Slope, Aspect, Contour & TIN Mapping (2024) | *ArcMap, NASA Earth Data, USGS Earth Explorer*

- Generated DEM, slope, aspect, contour, and TIN maps.
- Performed terrain analysis using NASA and USGS elevation data.

Spectral Profiling of Land Features (2025) | *ERDAS Imagine, QGIS*

- Preprocessed satellite imagery through stacking, mosaicking, and subsetting.
- Extracted and analyzed spectral signatures of major land cover types.

NUST Shuttle Tracker | Web GIS Application (2026) | *React, Leaflet.js, Firebase, GeoJson*

- Developed a web-based shuttle tracking application with interactive maps.
- Simulated real-time location updates using Firebase and GeoJSON.

Runagon | Territory Mapping Game (2026) | *React, TypeScript, Leaflet.js*

- Built a location-based territory mapping game using Web GIS technologies.
- Implemented polygon creation and spatial interaction features.

TECHNICAL SKILLS

GIS & Remote Sensing | ArcMap, QGIS, ERDAS Imagine, Google Earth Engine

Programming | C++, JavaScript, TypeScript

Web GIS | Leaflet.js, Firebase, Supabase, GeoJSON, React, Interactive Mapping

Language | English & Urdu