OBJECTIVE

- Seeking a challenging role as a Computer Engineer to leverage my technical expertise and passion for innovation.
- Aiming to develop cutting-edge technologies in software and hardware engineering.
- Eager to utilize my skills to solve complex problems and drive technological advancements.

CONTACT

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EDUCATION

BS CEN (3.20 CGPA) - NUTECH
(MARKS 885) - APS&CS FSC-2021
(MARKS 984) - APS&CS MATRIC-2019

TECHNICAL SKILLS

- REACT
- HTML
- CSS
- Java Script
- Python programming
- C++ programming
- Game development (Unity)
- VIVADO
- HLS
- AI & ML
- GUI building using Tkinter
- MATLAB

ALI KAZMI

COMPUTER ENGINEER

I'm a passionate computer engineer who aims to develop such Projects that can entertain people and solve real life problems.

PROJECT EXPERIENCE

WEB DEVELOPMENT USING CSS,HTML,JAVA AND REACT

- Developed an Amazon clone using CSS, HTML & JAVA.
- Designed a currency exchange website through REACT.
- Designed a basic Facebook like website through REACT.

FACE RECOGNITION & GAME CONTROL THROUGH AI & ML

- Captured face images to create a dataset for CNN-based training.
- CNN model recognizes the user's face if present in dataset.
- For game control hand gestures were detected.
- Gestures were mapped to game actions using real-time webcam input.

UNITY GAME DEVELOPMENT

- Extensive experience from concept to deployment in Unity game development.
- Designed and implemented core FPS mechanics including first person camera, aiming, and shooting systems.
- Created interactive 3D environments such as jungle.
- Integrated obstacles to enhance gameplay.

DESIGNING OF DOMAIN SPECIFIC LSTM MODEL FOR ECG MONITERING ON FPGA (FYP)

- Designed a LSTM model for ECG monitoring and implemented it on FPGA using HLS for the PL part.
- Used Vitis to develop the PS-side application.
- Performed hardware-software co-design for real-time ECG analysis.

INTERNSHIP

- 2 MOUNTHS INTERNSHIP IN NIC ON COMPUTER VISION
- INTERNSHIP IN NECOP (NATIONAL ELECTRONICS COMPLEX OF PAKISTAN) ON FYP

CERTIFICATES

- Python GUI Development with Tkinter : By Meta Brains (On Udemy)
- High-Level Synthesis for FPGA, Part 1-Combinational Circuits: By Mohammad Hosseinbady (On Udemy)

PERSONAL PROJECTS

BOUNCING BALL IN UNITY

- Developed a 2D/3D bouncing ball simulation using Unity game engine.
- Implemented physics-based movement, collisions, and realistic bouncing mechanics.
- Utilized Unity's Rigid body and Collider components for physics simulation.

CAR RACING WITH OBSTACLES IN UNITY

- Developed a car racing game in Unity featuring dynamic track design.
- Implemented realistic car physics (acceleration, steering, braking) and obstacle placement.

PROJET PROPELLER CLOCK

- Implemented a propeller clock project, showcasing expertise in electronics and programming.
- Designed and assembled hardware components.
- Utilized programming skills to synchronize LEDs, creating a mid-air time display illusion.

PROJET CONVEYOR BELT WITH COLOUR DETECTION

- Led the development of a conveyor belt system with color detection technology.
- Utilized expertise in computer vision, image processing, and color detection model training.
- Significantly improved production efficiency and product quality

PERSONAL INTERESTS

- Game development
- Web development (frontend)
- AI & ML
- Watching informative videos

LANGUAGES

- URDU: NATIVE PROFICIENCY
- PUNJABI: NOT VERY FLUENT
- ENGLISH: PROFICIENT (ENGLISH MEDIUM EDUCATION)