ABDULLAH RASHEED

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Abdullah Rasheed | Portfolio

EDUCATION

Comsats Institute of Information Technology — Lahore, Pakistan

Bachelor of Software Engineering; GPA: 3.45 — **Aug 2022 – Sep 2026**

TECHNICAL SKILLS

- Python
- Flutter
- HTML
- CSS
- JavaScript
- Node JS
- React JS
- Power BI
- SQL
- Java
- Bootstrap
- Firebase
- MS Project
- Machine Learning
- Figma
- Canva
- MS Office

WORK EXPERIENCE

CAMPUS AMBASSADOR | EXARTA LABS | LINK — **Mar 25-Present**

- Improved social media engagement across platforms by 30% and performed beta testing to ensure app functionality and quality assurance.

WEB DEVELOPMENT INTERN | EVO SOFT | LINK — **Sep 24- Oct 24**

- Streamlined the front-end development process, achieving a 20% reduction in page load times and enhancing site performance.
- Collaborated with cross-functional teams to gather requirements, ensure project alignment with objectives, and deliver high-quality web solutions.
- Produced 15+ web development projects, effectively presenting findings to clients, driving actionable outcomes, and maintaining clear communication throughout the project lifecycle.

PROJECTS

Eye-Controlled Mouse – Python, OpenCV, Mediapipe | LINK — **Aug 25**

- Built an Eye-Controlled Mouse using Python, OpenCV, MediaPipe, PyAutoGUI enabling hands-free laptop control via eye movements and blinks.
- Achieved real-time tracking at ~30 FPS with 95% facial landmark detection accuracy, robust even with glasses.
- Designed customizable controls (e.g., right eye for scroll, left eye for click) to enhance accessibility and user adaptability.

Deep Learning–Powered Football Match Analysis System | LINK — **Aug 25**

- Developed a football match analysis system using YOLOv5/YOLOv8, OpenCV, and Byte Track, achieving >90% detection accuracy and real-time tracking (~30 FPS).
- Implemented team assignment, ball possession, and player speed/distance stats using K-Means, optical flow, and perspective transformation.
- Validated across multiple match videos for robust sports analytics and performance tracking.

Gesture-Controlled Chrome Dino Game – Python, OpenCV, cvzone | LINK — **Jun 25**

- Developed a real-time computer vision application to control the Chrome Dino game using hand gestures, eliminating the need for keyboard input.
- Utilized cvzone and OpenCV to implement hand tracking and finger detection, processing 30+ frames per second from webcam feed.
- Programmatically simulated spacebar keypresses using directKeys based on gesture logic (e.g., 0 fingers up = jump), achieving 95% gesture detection accuracy in controlled lighting.
- Reduced user input latency by optimizing frame processing and key state management using conditional event handling.
- Demonstrated seamless integration of Python-based gesture recognition with real-time game control; project tested successfully on Chrome and Brave browsers.

CERTIFICATES

Programming in Python (GCU Lahore) | CERTIFICATE — **Mar 22**

- Mastered fundamental Python syntax, proficiently utilizing control flow, loops, functions, and data structures.
- Acquired expertise in procedural programming paradigms and associated logical concepts, enhancing capabilities.

Master Course in Chat Bot & Bard (Udemy) | CERTIFICATE — **Oct 23**

- Gained expertise in Chatbot development and AI-powered Bard systems.
- Developed skills in natural language processing (NLP) and machine learning integration.
- Built custom chatbots and explored AI-driven content generation for enhanced user experiences.