MUHAMMAD ABDULLAH JAVED

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Summary

Software Engineering student with a passion for Machine Learning, NLP, and Computer Vision. Skilled in Python, C++, and SQL with experience in building ML-powered systems including image captioning with BLIP. Strong foundation in data structures, systems programming, and software design.

Certifications

Supervised Machine Learning: Regression and Classification
Coursera – DeepLearning.AI & Stanford University | May 2025
Covered linear/logistic regression, gradient descent, and regularization using Python.
Verification Link: https://www.coursera.org/account/accomplishments/certificate/WZC2FIXF6PF9

Skills

- Machine Learning & AI: Python, BLIP, Gradio, SFML, NumPy, Scikit-learn ,Pandas
- Programming: C++, C, C#, Assembly (MASM), SQL
- Tools & Frameworks: Unity, Windows Forms, HTML/CSS
- Soft Skills: Problem Solving, Shell Scripting, Multitasking, Team Collaboration

Education

- Bachelor of Science in Software Engineering
  FAST National University of Computer and Emerging Sciences (NUCES), Islamabad
  2023 – Present | Currently in 4th Semester
  Focus: Data Structures, Machine Learning, AI,Operating Systems, Databases

Projects

1. Image Captioning System
Python, BLIP, Gradio | Apr 2025

- Developed a transformer-based image captioning system using BLIP to generate context-aware image descriptions.
- Deployed an interactive front-end using Gradio for real-time image input and inference testing.
- Demonstrated strong grasp of computer vision and NLP integration with modern ML pipelines.

💼 **2. Career Connect App (GUI-Based)**
C#, Windows Forms | Mar 2025

- Designed and implemented a desktop application enabling students and professionals to connect over job and internship opportunities.
- Built core features including user registration, job listings, category-based filtering, and real-time messaging.
- Applied software design principles to ensure modular, scalable architecture.

👾 **3. Multithreaded Pac-Man Game**
C, SFML | Apr 2025

- Developed a real-time Pac-Man clone with separate threads for game engine, user interface, and AI logic.
- Implemented concurrency using semaphores and mutexes to ensure thread synchronization and performance stability.
- Gained hands-on experience in low-level concurrency and game development principles.