

# Adil Asad

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**Date of Birth:** September 28, 1997

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## EDUCATION:

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<b>Penn State University</b> MS Computer Science	2022 – Present
<b>Forman Christian College</b> BSc (Honors) Computer Science – CGPA: 3.58/4.0	2018 – 2022
<b>Lahore Grammar School Johar Town</b> GCE Advanced Level (Sciences and Math)	2015 – 2017

## EXPERIENCE:

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<b>Trimulabs, Lahore</b> <b>Software Engineer</b> <ul style="list-style-type: none"><li>MERN Stack Developer</li><li>Worked on multiple web application projects</li></ul>	03/2022 – 07/2022
<b>Pak Gulf, Lahore</b> <b>Intern</b> <ul style="list-style-type: none"><li>Part of the website development team.</li><li>Data analysis of client and product data.</li></ul>	06/2021 – 07/2021

## PROJECTS:

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### Senior Year Project: Facial Attribute Editing In A Video Using GAN

*Project Description:*

An application using a generative adversarial model which edits the facial attributes of a person in a video.

*Language:* Python

*Achievements:*

- learning to code and operate GANs
- dataset collection and sorting
- training machine learning models on custom datasets

### Malaria Cells Detection

*Project Description:*

Using CNN models, we detected if a given blood cell is infected by malaria or not

*Language:* Python

### Predicting Heart Failure

*Project Description:*

Linear regression model to predict risk of heart disease using 12 behavioral factors.

*Language:* Python

*Achievements:*

- Understanding basics of Linear Regression models and their different properties
- Implementation of Linear Regression model on a dataset referencing real life scenario.

### 2D Platformer Game

*Project Description:*

A recreation of a classic platformer game with 3 different game modes and 10 levels in the story mode with variable difficulty settings.

*Language:* C# (Unity game engine)

*Achievements:*

- Learning and using a game engine (Unity)
- Designing and creating game assets.

### Implementation of Linux File System

*Project Description:*

An implementation of linux file system which includes functions like make directory, touch, remove, path from root and find.

*Language:* Python

*Achievements:*

- Using Tree data structure to implement linux file system in python.

### **Implementation of a Text Editor Program**

*Project Description:*

An implementation of a simple text editing program using python linked lists. Includes a cursor tool to navigate.

*Language:* Python

*Achievements:*

- Using linked lists data structure to implement a simple text editing program in python.

### **Implementation of a Spread Sheet Program**

*Project Description:*

Implementation of a simple spreadsheet program using python 2D arrays. Includes a cursor tool to navigate to different cells and simple functions like Sum, Multiply, Average, Max, Min, Save and Load

*Language:* Python

*Achievements:*

- Using 2D arrays data structure to implement a simple spreadsheet program in python.

## **LEADERSHIP & EXTRACURRICULARS:**

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**Director Logistics – IEEE (FCCU Chapter)**

## **HONORS & AWARDS:**

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- Vice Rector's List for scoring 3.75+ GPA (Spring 2019, Spring 2020)

## **ADDITIONAL SKILLS & INTERESTS**

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- Proficient in coding in Python.
- Experienced in coding in JavaScript, C++, html, CSS.
- Experienced in working in teams and on their own.
- Strong Communication and Time Management Skills.
- Interested in Artificial Intelligence and Machine Learning.
- Keen on learning and exploring new skills and creative fields.