Adil Rabbani

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Objective

To work with the best in the field of graphics and visualization.

Skills

Web - HTML/CSS, Php, Jquery, Ajax, Angular JS, Bootstrap,Laravel.
Languages - C# , C++ , Python , C , Lua , Intel x86 Assembly,JavaScript.
Libraries - SFML, PIL, numpy, WebGL, Three.js, pyGame, ARCore.
Game Development - Unity, Corona SDK, Game maker.
Database - Mysql.
Tools - Matlab, Git , Visual Studio.

Projects

Encryption algorithms - Solitaire, RSA , Caesar Cipher in C++.
Simple Picture editor - A picture editor in C.
Space invaders game using C++ graphics Library SFML.
Checkers game following the rules of Minimax Algoirthm using Linked Lists in C++.
IdeaForest - A social networking site with chat client and real-time notification system allowing the ones with startup ideas and the ones with the right skills to meet up.
A simulation of **Linked State Routing Protocol** in Python.
Mathemagician - Android game for kids to help them improve elementary mathematics, using Corona SDK.
Pedestrian Detection using Histogram of Oriented Gradients and Support Vector Machine in python using scikit-learn, PIL, numpy.
Marbles - A simple multiplayer game using Three.js and socket.io.
Implemented some of my own games using pyGame, Unity, Three.js, HTML Canvas.

Education

National University of Sciences and Technology, SEECS.
Bachelors of Computer Sciences (6th Semester) with CGPA 3.12/4.0 currently in 8th Semester, expected to complete degree by May-2018.

Undergraduate Coursework : Computer Graphics; Compiler Construction; Operating Systems; Databases; Computer Networks; Algorithms; Object Oriented Programming; Computer Architecture; Calculus; Numerical Methods; Linear Algebra; Artificial Intelligence.