ADIL RABBANI

INFO

Phone
+92 335 2927150

Email
adil_rabbani@ymail.com

Git
/adilrabbani

Website
adilrabbani.github.io

EXPERTISE

- Algorithms & Data Structures
- Gameplay Programming
- Computer Graphics
- Web Design / Development

PERSONAL SKILLS

- Creative
- Enthusiastic
- Adaptive
- Self Motivated

INTERESTS

- Gaming Enthusiast
- Photography
- Travelling
- Automobiles

OBJECTIVE

Highly competent graduate eager to effort on the post of a Gameplay Programmer in a reputed institution, where my skills and knowledge can be utilized and I can gain experience.

EDUCATION

BACHELORS IN COMPUTER SCIENCE
/ CGPA 3.14

(2014 - 2018)

Core Courses - Object Oriented Programming, Data Structures & Algorithms, Computer Graphics, Linear Algebra, Digital Image Processing, Artificial Intelligence, Operating Systems.

School of Electrical Engineering and Computer Science,
National University of Sciences and Technology (NUST), Pakistan

INTERMEDIATE IN PRE-ENGINEERING
/ Percentage 81

(2011 - 2013)

Foundation Public School, Hyderabad, Pakistan

PROJECTS

AUGMENTED REALITY INTERIOR DESIGN
(C#, AR Core, Unity)

An android application that allows users to visualize furnishings in a room through augmented reality.

MARBLES
(ThreeJS, SocketIO, HTML Canvas)

Web based multiplayer retro racing game that enables users to compete with each other in realtime.

MATHEMAGICIAN
(Corona SDK, LUA, Android)

Android game for young children to help them learn and improve elementary mathematical concepts.

PEDESTRIAN DETECTION
(Python, SciKit Learn, PIL, Numpy)

Pedestrian detection in images using Histogram of Oriented Gradients as the descriptor and Support Vector Machine as the classifier.

CHECKERS
(SFML, C++)

Checkers game against AI using modified minimax algorithm using linked lists implemented in C++.

TECHNICAL SKILLS

Programming	C | C++ | C# | Python | LUA | Javascript
Web Development	jQuery | AJAX | PHP | MySQL | Laravel | Bootstrap
Tools	Unity | GameMaker | Corona SDK | Matlab | Git | Visual Studio
Libraries	SFML | PIL | Numpy | WebGL | Three.js | pyGame | ARCore | P5.js