

AdilRabbani



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adilrabbani.github.io



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Education

NUST (National University of Sciences and Technology), SEecs.

Bachelors in Computer Science

Core Courses : Object Oriented Programming, Data Structures and Algorithms, Computer Graphics, Linear Algebra, Digital Image Processing, Numerical Analysis, Artificial Intelligence, Operating Systems, Database Systems.

Islamabad, Pakistan

CGPA 3.16 / 4

Aug 2014 - Jun 2018

Foundation Public School

Primary and Secondary Education in Pre - Engineering

Hyderabad, Pakistan

Percentage 81

Experience

Google Summer of Code 2018

Student Developer (Graphics)

Processing Foundation

April 2018 - Aug 2018

Improved p5.js WebGL mode by implementing arc, point, bezierVertex, curveVertex, quadraticVertex. Worked on some of the issues related to these primitives. Ported some examples from Processing to p5.js. Added documentation and test examples.

Projects

Marbles

Three.js, Socket.io, JavaScript

Web based Multiplayer retro racing game that enables users to compete with each other in realtime. Worked on collision detection and calculating a player's position with respect to the other player.

Mathemagician

Corona SDK, LUA

Android app for young children to help them learn and improve elementary mathematical concepts. The app consisted of 6 games for Counting, Addition and Subtraction. Developed 3 games out of the 6.

Checkers

SFML, C++

Checkers game against A.I using a simple version of Minimax Algorithm using Linked Lists. Wrote A.I code and implemented graphics using SFML.

Augmented Reality Interior Design

ARCore, Unity, C#

Android application that allows users to visualize furnishings in a room through augmented reality. Wrote the code for deleting, selecting and moving a furniture in your room using ARCore.

Pedestrian Detection

Scikit-Learn, PIL, Numpy, Python

Pedestrian Detection in Images using Histogram of Oriented Gradients as the descriptor and Support Vector Machine as the classifier. Wrote the descriptor from scratch to understand the underlying concepts. Used scikit-learn for integrating Support Vector Machine.

Technical Skills

Programming C, C++, C#, Python, LUA, JavaScript.

Web JQuery, AJAX, Php, MySQL, Bootstrap.

Tools Git, Unity, Matlab, Visual Studio, GameMaker, Corona SDK.

Libraries WebGL, p5.js, Three.js, ARCore, SFML, PIL, Numpy.

Extracurricular

- Taught children how to code in Scratch at a local school in Islamabad as a community service Project.
- Member of Processing Foundation Organisation at Github.
- Like playing video games, learning/reading about new things related to Computer Graphics.