adilrabbani.github.io
github.com/adilrabbani

ADIL RABBANI

+92 335 2927150
adil_rabbani@ymail.com

EMPLOYMENT

Front-end Developer   **Easy Insurance, Pakistan**   **Dec 2018 - Present**
- Adding features to the comparison tool of the website. Sorting insurance company plans according to the user's preference and implementing other filters.

Student Developer   **Processing Foundation, Google Summer of Code - 2018**   **Apr 2018 - Aug 2018**
- Improved p5.js WebGL mode by implementing arc, point, bezierVertex, curveVertex and quadraticVertex. Worked on issues related to these primitives. Ported Input examples from Processing API to p5.js. Added documentation and test examples.

EDUCATION

Islamabad, Pakistan   **National University of Sciences and Technology, SEECS**   **Aug 2014 - June 2018**
- Bachelor of Science in Computer Science with a CGPA of 3.16/4.0.
- Projects for Data Structures, Computer Graphics, Web Engineering, Digital Image Processing, Advanced Programming were chosen among the top projects in class.
- Core Courses : Object Oriented Programming, Data Structures and Algorithms, Computer Graphics, Linear Algebra, Digital Image Processing, Numerical Analysis, Artificial Intelligence, Operating Systems, Database Systems.

TECHNICAL EXPERIENCE

- **A.R Based Interior Design** (2018). Android application that allows users to visualize 3D furniture in their room using augmented reality. Worked on the backend code for the application which involved selecting a 3D furniture, moving it around the room and removing it using ARCore. **Unity, ARCore, C#**
- **Pedestrian Detection** (2017). Pedestrian Detection in images using Histogram of Oriented Gradients as the descriptor and Support Vector Machine as the classifier. Wrote descriptor from scratch to understand the underlying concepts. Used scikit-learn to integrate SVM. **PIL, Numpy, Scikit-learn, Python**
- **Marbles** (2017). Web based Multiplayer racing game that enables users to compete with each other in real-time. Worked on collision detection, designing game level and calculating a player's position with respect to the other player. **Three.js, Socket.io, Javascript**
- **Mathemagician** (2016). 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. Worked on animation, writing logic for all games and designing the application. **Corona SDK, Lua**
- **Checkers** (2015). Checkers game against A.I using Minimax Algorithm. Wrote A.I code, game rules and implemented graphics. **SFML, C++**

EXTRACURRICULAR

- **Game Development:** Personal projects, coding experiments related to computer graphics.
- **Playing games:** Currently playing, Super Smash Bros Ultimate, Splatoon 2, Legend of Zelda:Breath of the Wild, Red Dead Redemption 2.
- **Outdoor activities:** Traveling, Photography, Running.

LANGUAGES AND TECHNOLOGIES

- C, C++, C#, Python, Lua, Javascript.
- Jquery, Php, MySql, Bootstrap.
- Git, Unity, Matlab, Visual Studio.
- OpenGL, WebGL, p5.js, Three.js, ARCore, SFML, PIL, Numpy.