

# Adil Rabbani

+92-3352927150

adil\_rabbani@ymail.com | [github.com/AdilRabbani](https://github.com/AdilRabbani) | [linkedin.com/in/adil-rabbani-565a74127](https://linkedin.com/in/adil-rabbani-565a74127)

## Objective

To work with the best game developers in the world.

## 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 Algorithm** 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.