

# AdilRabbani



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adilrabbani.github.io



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## Education

### NUST (National University of Sciences and Technology), SEECS.

Islamabad, Pakistan

Bachelors in Computer Science

CGPA 3.16 / 4

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

### Foundation Public School

Hyderabad, Pakistan

Primary and Secondary Education in Pre - Engineering

Percentage 81

## Experience

### Google Summer of Code 2018

Processing Foundation

Student Developer (Graphics)

April 23/2018 - Present

Improved p5.js WebGL mode by implementing arc, point, bezierVertex, curveVertex, quadraticVertex. Worked on a number of issues related to these primitives. Ported some examples from Processing to p5.js. Working on implementing text.

## Projects

### Marbles

Three.js, Socket.io, JavaScript

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

### Mathemagician

Corona SDK, LUA

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

### Checkers

SFML, C++

Checkers game against A.I using a simple version of Minimax Algorithm using Linked Lists.

### Augmented Reality Interior Design

ARCore, Unity, C#

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

### 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.

### IdeaForest

Bootstrap, JQuery, AJAX, Php

A social networking website with chat client and realtime notifications system allowing entrepreneurs to connect with the developers.

## Technical Skills

### Programming

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

### Web

Jquery, AJAX, Php, MySQL, Laravel, 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.