ADIL RABBANI

INFO

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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

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++.

IDEAFOREST   *(Bootstrap, jQuery, AJAX, PHP)*

A social networking website with chat client & real-time notification system allowing entrepreneurs connect with the developers.

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