

Adil Rabbani

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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. **All projects' source code can be provided on request.**

Education

National University of Sciences and Technology, SEecs.

Bachelors of Computer Sciences (7th Semester) with CGPA 3.14/4.0 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.