Muhammad Arish Khan Intern

Contact

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Location: Karachi, Sindh 75050

PROFESSIONAL SUMMARY

Hardworking and highly motivated Al undergraduate with a robust foundation in computer science and extensive hands-on experience in developing innovative projects. Eager to apply academic knowledge and practical skills to drive business performance and innovation. Known for quick adaptation, strong teamwork, and a passion for efficiency and growth. Currently expanding skill set with web development and UI/UX design to complement existing Al expertise. Adept at multitasking, decision-making, and data management, with a proven ability to prioritize tasks and deliver results under pressure. Actively involved in flagship events, interacting with top companies to gain valuable industry insights and expand professional networks.

KEY COMPETENCIES

Programming Languages: Python, Java, C++ Tools: Git, Jupyter Notebook, TensorFlow

Technologies: Machine Learning, Data Analysis, Artificial Intelligence

Web Development: HTML, CSS, JavaScript (learning)

UI/UX Design: Figma, Adobe XD (learning)

Work Experience

Project Manager - Zays Startup

Jan 2023 - Aug 2023

Assisted in developing machine learning models for data analysis. Contributed to team meetings and collaborated on various projects.

EDUCATION

BS in Artificial Intelligence (2022 - 2026) FAST NUCES Karachi

> Intermediate (2020 - 2022) Government Cantt College Graduated with 86%

Matriculation (2018 - 2020) Army Public School Graduated with 93%

SKILLS

- Multitasking Abilities
- Decision-Making
- Data Management
- Research
- Task Prioritization
- Communication
- Teamwork
- Problem-Solving
- Web Development
- UI/UX Design

CERTIFICATIONS & COURSES

Introduction to Machine Learning Python for Everybody Data Structures and Algorithms Web Development - Ongoing UI/UX Design - Ongoing

ACHIEVEMENTS & AWARDS

Dean's List
FAST NUCES Karachi (2023)
Best Project Award
Al Club, FAST NUCES (2022)

PROJECTS

Eater Passer Game

Developed a 2D game using Python and Pygame, implementing game mechanics and graphics to create an engaging user experience.

Online Banking System

Designed and developed an online banking system using Java, incorporating functionalities for account management, transaction processing, and security features.

Grovify Music System

Built a music recommendation system using data structures and algorithms, enhancing user experience through personalized music suggestions.

Book Recommendation System using AI Algorithms

Implemented a recommendation system using collaborative filtering and content-based filtering techniques to suggest books based on user preferences.

Appointment Management System

Created a web-based appointment management system using PHP and MySQL, facilitating efficient scheduling and management of appointments.

CSP Flight Scheduling System

Developed an Al-based flight scheduling system using constraint satisfaction problem (CSP) techniques to optimize flight schedules and minimize delays.

Synonyms & Antonyms Finder using Assembly Language

Designed a program in Assembly Language to find synonyms and antonyms, enhancing vocabulary building tools for language learners.

Comparison between Multiprocessing and Multithreading via Sorting and Searching Algorithms

Conducted a comparative study of multiprocessing and multithreading using various sorting and searching algorithms, analyzing performance and efficiency.

PROFESSIONAL DEVELOPMENT

Attended AI and Machine Learning Conference 2023
Gained insights into the latest trends and technologies in AI.

Attended AI and Mobile Development (Flutter) workshops at FAST and IBA Enhanced knowledge and skills in AI and mobile application development using Flutter.

EXTRA-CURRICULAR ACTIVITIES

Participated in the flagship events PROCOM and Dev Day at FAST every year. Interviewed leading companies including TPS, HBL, IBEX, Avanza, and Systems. Gained valuable industry insights and expanded professional network.

LANGUAGES

English