Asad Ullah

asadullah.1feb@gmail.com | +61411915153 | LinkedIn | Github | Website

Education

Monash University	**Dec 2020**
BSc, Computer Science	Melbourne, Australia

- Qualified for the prestigious IBL program as 1 of 13 students out of 200+ students based on academic merit

Work Experience

Juris Technologies	**Nov 2019 – Feb 2020**
Software Engineer Intern	Kuala Lumpur, Malaysia

- Sole Software engineer in a 5 person liaising team to a major Malaysian bank
- Debugged over 20 bugs solo and in teams, 7 of which were major issues
- Technologies used: **SQL, PL/SQL, PHP, JavaScript, Linux**

Skills

- Languages: **Java, Python, C, C++, C#, SQL, PL/SQL, React.JS, HTML/CSS, Node.JS**
- Technologies: **Git, AWS, Unity, Android Studio, MERN Stack, Unix/Linux, MongoDB**

Projects (Demos available on my website)

Dynamic Routing App: (Link)

- Developed a dynamic routing application as part of my final year project in a team of 3 using Scrum methodology
- Placed top 3 out of 50+ teams in terms of usability and functionality
- Technologies used: **AWS, Node.JS, Android Studio, Java, TomtomMaps API, Git**

HealthCare Management App: (Link)

- Led a team of 3 to develop a general healthcare management web application using the Waterfall model
- Trained the best Machine learning model out of 30 teams using random forest in R Studio to identify the variables that determine high cholesterol with 96% accuracy
- Technologies used: **Java, Springboot, Rest API, HTML, R Studio, GitLab, BootStrap**

Unity Mirror Multiplayer game (WIP):

- Working on a PvP multiplayer game that allows two players in a lobby to play against each other
- Implemented shooting, collision, health, scoring and networking
- Technologies used: **Unity, C#, Mirror Multiplayer plugin**

Soccer Game Unity (WIP):

- Working on a 3d soccer game using **Unity**
- Implemented movement, passing, shooting, scoring, stealing, switching characters, animations, collision, goalkeeping mechanics for both player controlled and AI teams
- Technologies used: **Unity, C#, Finite State Machines**