



Hisan Naeem

SOFTWARE DEVELOPER

Profile

A programmer by passion, who finds solace in developing, debugging and scrolling through countless lines of code.

I have always been fascinated with computers and programming languages. I genuinely enjoy coding, and look for new frameworks and libraries to learn different programming paradigms.

I am able to grasp and retain complex concepts relatively quickly, allowing me to learn and adapt to new technologies easily. As someone who plays well with other team members, is able to perform well under pressure, and has the ability to solve critical problems, I believe myself to be a perfect fit for a fast-paced team.

Past Experience

Machine Learning Intern, Wizlabs

JAN 2023 — MARCH 2023

- Working on a text-to-image GAN model for content generation, tailored to their private dataset.

Backend Developer, Motive

JUNE 2022 — AUGUST 2022

Remote Internship with Motive, a US-based company with offices in Pakistan.

- Back-end developer
- Frameworks: Ruby on Rails, GoLang

Software Developer (Part-time), Qosain Scientific

SEPTEMBER 2020 — DECEMBER 2021

- Built the PhysCloud module, a remote data logging device.
- Developed server side to handle data and a web app to view data: [PhysCloud](#)
 - test username: hsn
 - password: 123
- Deployed their forum using Discourse: [Physlogger Forums](#)
- worked on .NET applications (C#)
- programmed embedded controllers, and bench-marked software

Alissa Chatbot, Google Play

JUNE 2021

- Chatbot application for the google play store
- Framework: React Native
- Google Playstore: [Alissa](#)
- Paid version: [Alissa AI - Premium](#)

Ghambeel, Google Play

APRIL 2022

- Task management and time tracking app for the Software Engineering course
- Framework: Flutter
- Database: MySQL

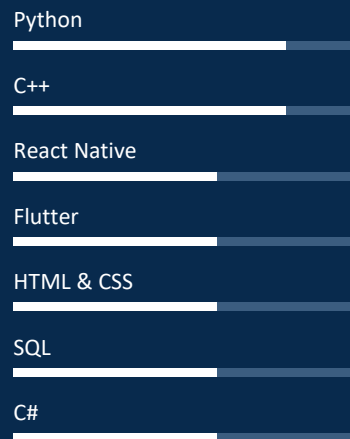
Details

Pakistan
+92 323 7909001
hsn37@outlook.com

Links

[Github](#)
[LinkedIn](#)
[Youtube](#)

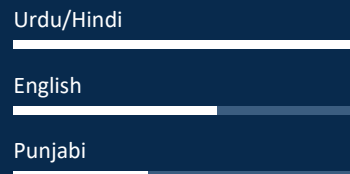
Skills



Hobbies

Rugby, Video Games, Philosophy, Books

Languages



- Google PlayStore: [Ghambeel](#)
- [Software Design Document](#)

Self-Learning,

JUNE 2020

- A program to visualize maze-solving using Q-learning (reinforcement learning). [Maze Solver](#)
- Recreated various games using python, e.g. [Minesweeper](#), [Snake](#), and [Tetris](#).
- Developed a turn-based multiplayer game using Unity3D

Orphanage Management System

SEPTEMBER 2021

A management system for our Databases course.

- Frontend: HTML, CSS, vanilla JS
- Backend: Django (python)
- MySQL

Teaching Assistant, LUMS

SEPTEMBER 2022 — DECEMBER 2022

Teaching Assistant for the course Operating Systems

Senior year project, NeurAI

SEPTEMBER 2022 — APRIL 2023

Research project with NeurAI, combining neuroscience and artificial intelligence, analyzing data from a mouse's visual cortex and comparing against state-of-the-art computer vision models.

Directed Research Project, CSALT

JANUARY 2022 — MAY 2022

- Research with the CSALT lab led by Dr Agha Ali Raza, developing speech technologies for the Urdu language.
- Upgraded their TTS system to the latest tensorflow version

Education

Computer Science, LUMS, Lahore

SEPTEMBER 2019 — JUNE 2023

CGPA: 3.93

A levels, SCIL

1A*, 3A

O levels, SCIL

6A*, 2A, 2B

Extra-curricular activities

LUMS Rugby Team

OCTOBER 2021

Robotics Competition

NOVEMBER 2019

3rd Position in the robot race

Graphic Designer at LRS