M. UMAR SHAHBAZ

Aspiring Programmer

PROFILE

I am learning to create programs which are efficient and follow the standard programming ethics such as minimizing technical debt and providing proper documentation. I am frequent user of GitHub and am currently in charge of creating a website with my team.

CONTACT

GitHub:
www.github.com/KingHowler

EMAIL:
m.umarshahbaz.2007@gmail.com

EDUCATION

O Levels CAIE
With Computer Science
2020 – 2023
5A*s and 3As
Awarded “Certificate of Achievement” due to outstanding results.
Crescent Model Higher Secondary School

A Levels CAIE
With Computer Science, Physics, Chemistry & Mathematics
2023 - 2025
Lahore Grammar School Johar Town Boys Campus
2A*s, 1A, 1B

EVENTS

Participant of ROBOTMEA, by STEAM Education
Feb 2023
Participant of the ROBOTMEA’s Project Exhibition. Made a small model of a smart vehicle which attempts to avoid accidents as much as possible. The vehicle stays inside the lane, speeds up if the vehicle behind is approaching to close. Brakes automatically if the road is blocked. Model also contained proper signal lights.

ACSEC 8
Oct 2023
Participant of ACSEC 8’s Robotics Category. Finished among the top participants and won a certificate of distinction.

Attended Artificial Intelligence and Computer Science workshop hosted by Crescent Model Higher Secondary
July 2024
Attended the workshop and gained exposure to the world of AI, it’s types and how the neural network takes inspirations from the human brain. Visited CETC (Crescent Emerging Technologies Centre) and discovered the multiple sub-divisions in the field of Computer Science

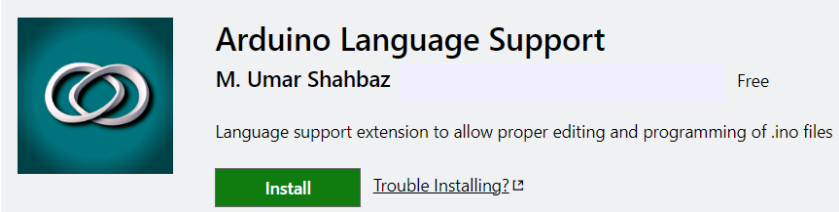
CO-HEAD of Robotics sub-category “Maze Madness” at LGS JT Innoventions
October 2024
Held the CO-HEAD position in the Maze Madness category. Tasked with creating the maze blueprint and code for the model of a demo bot to solve the maze.

SKILLS

Ethical Programming
Experience in a wide variety of languages
Experience in collaborative works
Experience in open-source projects and GitHub
Proficient English speaker
Active Sports player
Structured Problem Solving and Analysis
Creative Works

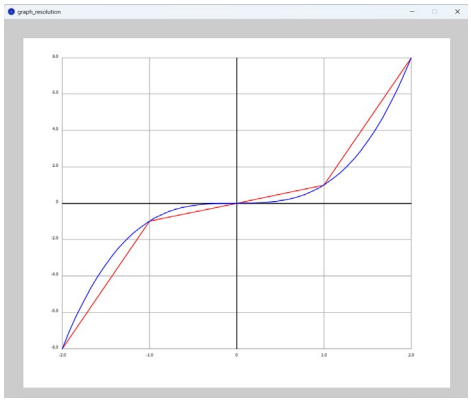
MOST PROMINENT PROJECTS

Arduino Language Support
Extension for VS Code
Available on www.github.com/KingHowler/Arduino-Language-Support



Enables Syntax Highlighting for all themes and offers 2 new themes alongside

Graph-Plotter
Library for Processing IDE
Available on www.github.com/KingHowler/Graph-Plotter



Enables making graphs easily in Processing IDE, has many easy-to-use functions and customization options. It was built to allow making graphs from multiple input types including the following:

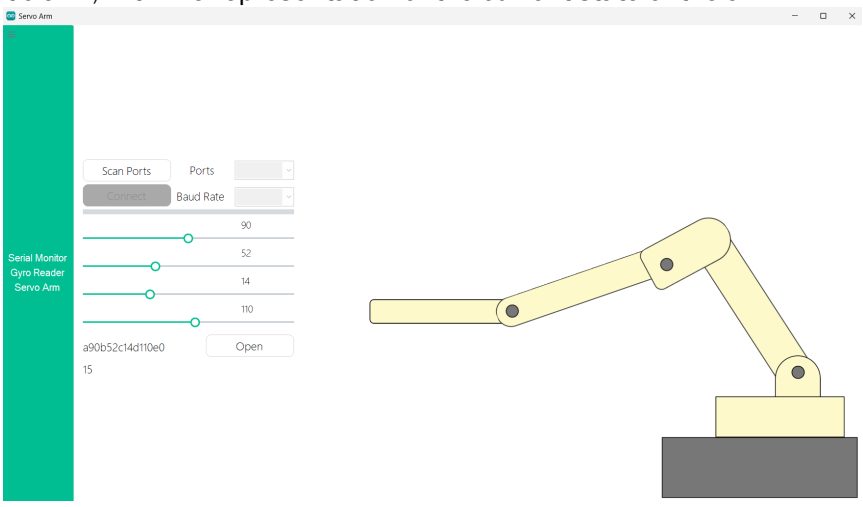
1. Raw Data (For Physics or other experimentations)
2. Mathematical equations
3. Programmed Data (To draw graphs which you can't using normal math i.e. Square Waves)
4. Serial Input (To draw live graphs from a USB Port, useful for debugging and testing. Also works as a makeshift Oscilloscope)

Nano Ninja's LFR
25% decrease in time duration to complete a track compared to regular code found on most of the internet.
Available on www.github.com/KingHowler/Line-Follower

UNO Card Game Logic
The main unit to control an UNO game. Made in a way to enable integration with a GUI easily.
Available on www.github.com/KingHowler/UNO_Card_Game

Arduino Toolbox
A WinForms application that can:

1. Check for Available Ports
2. Read Serial Data
3. Draw a graphical Representation of Tilt and Roll using ADXL345 (or equivalent)
4. Control a robotic arm, with live representation of the current state of the arm



Installer available on www.github.com/KingHowler/Arduino-Interfaces-using-Winforms