M. UMAR SHAHBAZ

Aspiring Programmer

PROFILE

A 17-year-old college student, learning to become a professional programmer and doing projects which catch my interest. 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 learning how to make collaborative works in a way to increase the team's efficiency. I am currently in charge of creating a website with my team.

CONTACT

PHONE:
0343 8085321

GitHub:
www.github.com/KingHowler

EMAIL:
m.umarshahbaz.2007@gmail.com

EDUCATION

Crescent Model Higher Secondary School
2020 - 2023
O Levels GCSE with Computer Science
Given "Award of Excellence" due to outstanding results.

LGS JT BOYS
2023 - 2025
A Levels GCSE with Computer Science, Physics, Chemistry & Mathematics

EVENTS

ACSEC 8
Participant of ACSEC 8's Robotics Category. Among the top participants, won a certificate of distinction given to only 6 out of 20+ teams.

Attended Artificial Intelligence and Computer Science workshop hosted by Crescent Model Higher Secondary
20XX–20XX
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

Participant of ROBOTMEA, national competition of robotics
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.

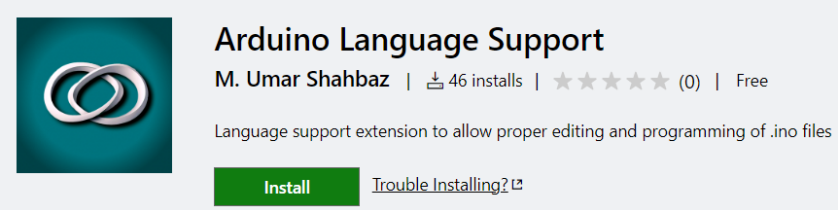
CO-HOST of Robotics sub-category "Maze Madness" at LGS JT Innoventions
Held the CO-HOST position in the Maze Madness category. Tasked with creating the maze blueprint and code for the model of a demo bot to solve the maze.

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

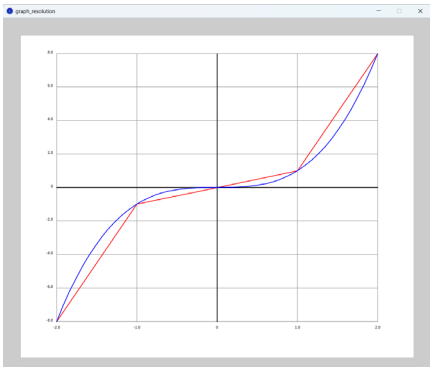
PROJECTS

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:

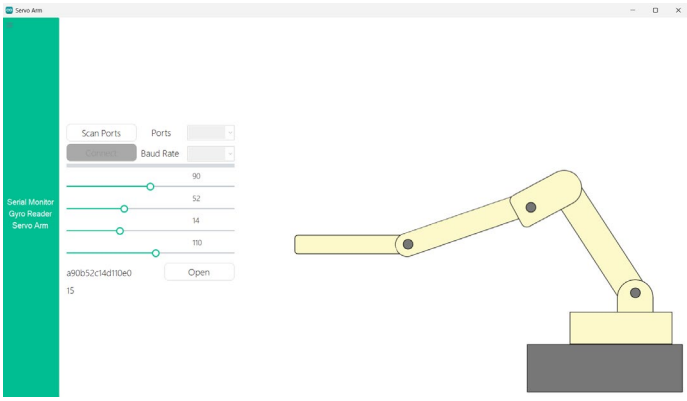
1. Raw Data (For Physics or other experimentations)
2. Mathematical equations
3. Programmed Data (To draw graphs which can't you using normal math i.e. Square Waves)
4. Serial Input (To draw live graphs from a USB Port, useful for debugging and testing. Also works as a makeshift Oscilloscope)

Nano Ninja's LFR
A line follower bot made using an optimized version the of publicly available code.
Estimated 25% decrease in time to complete a track compared to the original (without using PID).
Available on www.github.com/KingHowler/Arduino-Projects/tree/main/Line%20Follower

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