

Name:

Muhammad Saad

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Career Objective / Profile:

Highly motivated BS Artificial Intelligence student with a strong foundation in Python programming, backend development and a keen interest in AI/ML, Data Science, EDA, and NLP. Committed to continuous learning and professional development, with emphasis on innovation and quality.

Education:

Bachelor of Science in Artificial Intelligence, National University of Computer and Emerging Sciences (FAST-NUCES), Islamabad, June 2027

Relevant Courses: Object-Oriented Programming, Database Systems, Artificial Intelligence

GPA: 3.07 / 4.00

Skills:

- Programming Languages: Python, C++, C#
- Web Development: HTML, CSS, JavaScript, React
- Databases: MySQL, MongoDB, Firebase
- Tools: Git, VS Code, Figma
- Data Analysis and Visualization: Pandas, NumPy, Matplotlib, Seaborn
- Team Collaboration & Communication
- Languages: English, Urdu
- AI/ML: scikit-learn, TensorFlow, Keras, OpenCV

Experience / Internships:

1. Game Developer, MindStorm Labs, Lahore
June 2024 – August 2024

- I was part of a game jam during this session. My team made a hyper casual Mobile game and by the grace of the Almighty, were 2nd runner up in the game jam.
- A great experience for me as someone working with game engines, game logics and game physics for the first time.

Projects / Research:

1. Customer Review Analyzer

Python script that scrapes all the reviews of a specific restaurant. Sentiment analysis performed on each review, telling whether the review is positive, negative, or neutral. Competitive analysis also performed between two restaurants. Web Scraping done by Selenium, BeautifulSoup. Visualization by Matplotlib and a user-friendly interface developed with flask.

2. Smart Home Automation System

Designed and implemented a home automation system using C#, allowing remote control of appliances. Till now have only integrated camera but planning to integrate sensors and actuators to automate lighting and temperature control, enhancing energy efficiency.

3. Street Fighter Agent/Bot

Created data by playing games of Street Fighter 2: Turbo. Performed EDA on the data, cleaned it, and converted it into windows of 6 for temporal context. Saved 12 different sets of weights with the same architecture, each fine-tuned with the character's dataset. Connected it to the game, successfully integrated and tested with the game environment.

Libraries used TensorFlow, PyTorch, Scikit-learn, Keras and Data Handling via Pandas