

Muhammad Shavaiz Butt

AI/ML-Software Developer

shavaizsohail@gmail.com | [linkedin.com/in/ muhammad-shavaiz-sb10](https://www.linkedin.com/in/muhammad-shavaiz-sb10) | github.com/MuhammadShavaiz

Education

National University of Science and Technology, Islamabad

Bachelor's in computer science

Expected: 2025

Skills

Languages: Python, C++, C#, Java, HTML, CSS, JavaScript, PHP, SQL

Software Development: Django, Bootstrap, Laravel

Technologies: Git, TensorFlow, PyTorch, Scikit-Learn, pandas, Keras, MySQL

Machine Learning: CNN, RCNN, RNN, LSTM, GANS, Transformers, NLP, Transfer Learning

Experience

Machine Learning Fellowship, ByteWise Limited, Lahore

Jun 2024 – present

- Currently engaged in ByteWise Limited's prestigious Machine Learning Fellowship, leveraging cutting-edge technologies such as Python, TensorFlow, Keras, and Scikit-Learn to design, develop, and deploy sophisticated AI models addressing real-world challenges.

Game Developer Intern, Mindstorm studios, Lahore

Jun 2023 - Aug 2023

- Developed a dynamic game using Unity, implementing advanced graphics with C# and HLSL shaders, enhancing the visual appeal and gameplay experience.
- Collaborating with a team of four during my internship enriched my professional growth and skill development.

Projects

[Music Generator](#) | Python | TensorFlow | Midi data | LSTM

- Developed a sophisticated LSTM Music Generator with the help of TensorFlow.
- Achieved a test accuracy of 86.96% over 10 epochs.

[Lane Detection System](#) | Digital Image Processing | python | HTML | CSS | JavaScript

- I developed a Python project for precise lane detection using digital image processing.
- The system features a website interface created with HTML, CSS, and JavaScript for user interaction.

[2-D Game](#) | Unity | C# | HLSL

- Created an engaging interactive game within Unity using C#.
- Incorporated sophisticated graphical enhancements via HLSL shaders to elevate the visual appeal and immersive gameplay mechanics.

[FIFA Data Analyzer](#) | DSA | C++ | OOP

- Processed a FIFA World Cup dataset spanning from 1930 to 2018, implementing data structure techniques to optimize memory usage and enhance the efficiency of data retrieval and sorting operations.

[Car Website](#) | HTML | CSS | JavaScript | Laravel | SQL

- Designed and developed a comprehensive car information website, featuring detailed car profiles and an interactive comment section for user discussions, enhancing user engagement and knowledge sharing.