



PROFILE

A passionate individual who likes to code and want to pursue a carrier in AI and Robotics. I find IoT and ML interesting and spend most of my time coding. I do like graphic designing in my free time and love to read Sci-fi and fantasy novels. I love to work in teams and confidently lead. I am very much interested in evolving technologies and want to experience the latest technologies. I am very fond of traveling and like to explore new places.

CONTACT

PHONE:
+92 308 115 2727

EMAIL:
muhammad.ali.irfan01@gmail.com

GOOGLE DEVELOPER PROFILE:
<https://g.dev/muhammadaliirfan>

LinkedIn PROFILE:
<https://www.linkedin.com/in/muhammad-ali-irfan-ar/>

LOCATION

Lahore, Punjab, Pakistan

MUHAMMAD ALI IRFAN

EDUCATION

ICS (Intermediate)

2016 – 2018

Punjab Group of Colleges, Lahore, Pakistan

BS (Software Engineering)

2019 – 2023

Superior University, Lahore, Pakistan

Exchange Semester

February 2022 – July 2022

Universiti Kuala Lumpur (UniKL), KL, Malaysia

WORK EXPERIENCE

Developer Student Club, Core Team Lead

2020–2021

Google Developer Student Club Superior University. Core team lead – graphical designer

(MLSA Lahore) member

2020 - 2021

Microsoft Learn Student Ambassador Lahore, Certified Microsoft innovation educator.

Jobs

May 2018 – May 2019

Graphic Designer and content writer at CeeToo Tech Solution

January 2021 – January 2022

Python Developer at Xor Bit Technologies (Pvt) LTD.

July 2022 – October 2023

Data Scientist and python developer at Bitlogicx.

SKILLS

Graphic Designing:

DigiSkills.pk

Adobe Photoshop, Adobe Illustrator.

Machine Learning (ML):

PNY Trainings, Arfa Technology Park, Lahore.

ML basics, Image Processing, OpenCV, Pandas, Mat Plot Lib, sklearn.

Programming Skills:

C/C++, Java, Python, PHP, Android App Development, MySQL.

Internet of Things (IoT):

Arduino programming, Sensor data gathering, Arduino Uno, C++ programming Language.

LANGUAGES

C++
Python
Java

TOOLSET

Visual Studio
Dev-C++
PyCharm IDE
Jupyter Notebook (Anaconda 3)
IntelliJ Idea IDE
Apache NetBeans
WebStorm IDE
Arduino IDE
Eclipse IDE
Android Studio
DB Browser (SQLite)
CISCO Packet Tracer
SQL Server
XAMPP
VMware (Ubuntu)
GitHub
Firebase
Unity Engine & Unity Hub

OPERATING SYSTEMS

Windows 10 Enterprise Edition
Linux OS (UBUNTU)
Android 10

HOBBIES

Graphic Designing
Traveling
Gaming
Reading

PROJECTS

Sensor-based security system: In my first semester I did develop a sensor-based security system with other team members in the subject "Applied Physics" as a semester project, that was my first introduction to programable hardware.

Bank Management System:

In my early stage of learning, I develop a bank management system with my teammates using C++ programming language and Dev-C++ IDE.

Library Management System:

I, with my teammates, developed a C++ application for Library management.

University Admission System:

In the subject "Advanced Computer Programming", we were introduced to Graphical user interface (GUI). It was made in Java and Swing.

Superior Gold campus Website (replica):

I created a website for the campus using HTML, CSS, PHP, JavaScript, etc.

Search Engine:

After learning LinkedList and data structures in the subject "Data Structures and Algorithms". We used an SQL server and worked in Visual studio.

University attendance database:

learning SQL on SQL server. XAMPP for local hosting. using the ADB server and DB browser to access an android device connected to the computer.

EZ Attendance Application:

Android application on Android Studio and integrate Firebase for cloud storage. Also learned API integration.

Gesture-controlled robotic hand using image processing:

made a robotic hand that can recognize the hand moment and acts accordingly. I did learn a lot of new things during my research.

Smart water management system

Brainstormed the idea to proposed a solution to water problem in the country. Worked on Arduino Uno and mobile application development.

Sigma Strikers (Final Year Project)

Made a first person shooter (FPS) game simulator using Unity Engine and Unity Hub, C# Programming Language, NevMesh.

NOTE: REFERENCES CAN BE PROVIDED IF NEEDED.
