Umer Siddiqui

AI/ML Engineer || Python Developer

I'm a programmer skilled in Data analysis, Machine Learning, and Python. I've developed deep learning projects like a CNN-based game, real-time violence detection using YOLO, and a patient face recognition system with Flask. I also enjoy creating games with pygame and building smart home automation systems with IoT and Arduino. Let's collaborate to create something innovative!

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🖼 umersidiqui.github.io/Portfolio/

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EDUCATION

Engineering Program
NED University of Engineering and Technology

02/2022 - 02/2026   *Grade :B+*

Department:
- Electrical Engineering

INTERNSHIP

AI Intern
NCL NEDUET

04/2024 - Present

Tasks
- I am currently interning at NCL, contributing to AI and EDA projects. This role allows me to apply my expertise in data exploration, AI model building, and optimization to deliver impactful results in real-world applications.

SKILLS

Data Analysis   Deep Learning   Machine Learning

Python programming   Computer Vision   EDA

Python Development   Django   Flask   SQL

PERSONAL PROJECTS

Patient Face Recognition System:-Deep Learning || Computer Vision || Face Recognition || Flask || SQL
- Patients register by submitting a form and face image. DeepFace (VGG-Face) creates face embeddings, stored with patient info in SQLite. For detection, live video embeddings are matched with stored ones, displaying details if matched. Flask handles the web interface and database operations.

Violence Detector :- Deep Learning || Computer Vision || Object Detection || Yolo V8 || Flask
- This project is a Flask-based web application for real-time violence detection in uploaded video files. It utilizes a retrained YOLOv8 model to detect violent activities and annotate video frames. Users can upload videos through a web interface, which are then processed and streamed with violence detection alerts. The application supports real-time processing, displaying annotated video frames.

AI Space Invaders :- Deep Learning || Computer Vision || Python Programming || Pygame || Django
- In this project, I automated a game I developed during my second semester by fine tuning pretrained CNN model to detect hand postures, enabling gesture-based control for gameplay.

AI Virtual Paint:-Computer Vision || Object Detection || Mediapipe || Django
- An interactive application using Mediapipe for hand tracking and OpenCV for image processing, allowing users to paint on a virtual canvas with hand gestures. Features include drawing, erasing, and color changing. Built with Django for the backend.

BLDC Fan Data Analysis:- Exploratory Data Analysis || Machine Learning || Flask
- This project demonstrates the analysis of BLDC (Brushless Direct Current) fan data using an Artificial Neural Network (ANN) model to predict the speed of the fan based on various environmental factors. The project is deployed on Flask and includes a trained ANN that is used to make predictions on real-time data.

SPACE SHOOTER GAME:- Python Programming || Pygame
- I created this game using pygame and its function that takes input from keybord,up ,down ,left ,right and shoot and acts accordingly.

HOME AUTOMATIONS AND IOT(ARDUINO):
- I have made home automation projects like automatic generator and main supply controller, water motor automator and app controlled appliances .