

# MUHAMMAD WASSAY SHAHID

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## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL, HTML/CSS, JavaScript, Haskell, Elm, Shell  
**Frameworks/Tools:** Flask, Git, Visual Studio, PyCharm, IntelliJ, Eclipse, DBeaver, JUnit, REST API, AWS  
**Libraries:** PyTorch, TensorFlow, pandas, NumPy, Matplotlib, pygame, OpenCV, DeepFace, spotipy

## PROJECTS

### Portfolio Website Development

- Implemented a responsive portfolio website using HTML, CSS, and JavaScript.
- Optimized CSS media queries for seamless adaptation to various screen sizes, including mobile (up to 375px width) and desktop (above 1024px).
- Designed a mobile-friendly hamburger menu with an interactive toggle function in JavaScript.
- Incorporated CSS transitions and animations to enhance user experience with smooth hover effects and animations for buttons, links, and icons.
- Deployed the website using GitHub Pages, maintaining a 99.99% uptime across multiple devices and browsers.

### Snake Game Development

- Developed a classic Snake Game using Python and Pygame.
- Implemented game logic, including snake movement, fruit consumption, and collision detection.
- Designed a user interface (UI) with distinct colors for the snake, fruit, and background for better visual clarity.
- Managed real-time score display and created a game-over screen with reset functionality.
- Handled user inputs via keyboard to control the snake's movement and adjust gameplay speed.

### Emotion-Based Music Recommendation System

- Developed a real-time emotion detection system using Python, OpenCV, and the DeepFace library, achieving an emotion detection accuracy of over 90% under ideal lighting conditions.
- Integrated the Spotify Web API to retrieve audio features for songs and classified them into emotional categories with a precision rate of 85% using metrics like valence, energy, and danceability.
- Implemented logic to map detected emotions (e.g., happy, sad, angry, neutral, fear, surprised, and disgust) to curated playlists, reducing recommendation redundancy by 60% with randomized track suggestions.

## EXPERIENCE

### AI/ML Intern

May 2025 – July 2025

ArhamSoft (Pvt) Ltd.

Lahore, Pakistan

- Joined the AI/ML team and received mentorship on designing, training, and evaluating deep learning models.
- Developed a Convolutional Neural Network (CNN) from scratch using PyTorch and trained it on the CIFAR-10 dataset.
- Achieved an accuracy of approximately 92% on the test set through hyperparameter tuning and data augmentation.
- Deployed the trained model using Streamlit, enabling interactive real-time image classification via a web interface.
- Documented model architecture, training methodology, and deployment steps to support reproducibility and scalability.

### Curriculum Developer

July 2021 – August 2021

Care Foundation

Lahore, Pakistan

- Worked as a Curriculum Developer at Care Foundation Pakistan, a welfare trust that provides quality education to underprivileged children across Pakistan
- I learned how to design and implement curriculum for computer science and science subjects, following the best practices of a foundation that emphasizes creativity and culture
- Developed creative and critical thinking skills in students by integrating arts into school subjects, following a high functioning classroom model and five creative habits of mind
- Contributed to the improvement of infrastructure, facilities, and teacher training in government schools that were adopted and transformed by Care Foundation

## EDUCATION

### McMaster University

Bachelor of Computer Science

Aug. 2022– Present

Hamilton, ON