### Personal information

Surname(s) / First name(s)

Telephone(s)

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**Ahmed Pyar Ali** 

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ahmed.dhanani@tutanota.com

https://www.kaggle.com/ahmedpyarali

https://www.github.com/mrpycharm

Updated CV

https://mrpycharm.github.io

# **Education**

Bachelors in Computer Science (2013 - 2017) FAST-NUCES, Karachi

HSSC (2011 - 2013)

Aga Khan Higher Secondary School, Karachi

### Technical skills

Python **GIT** SQL **NoSQL** 

Javascript

C++

Linux Windows \_\_\_\_\_ . . . . . . . . . . . \_\_\_\_\_

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# **Projects**

Sarcasm detection - https://github.com/mrpycharm/sarcasm-detection-IR Python(Pandas, Numpy, Matplotlib)

News Core - https://github.com/ahmeddhanani/newscore Python, MySQL

Universal Turing Machine (Human Computer Interaction, Python(Flask, Firebase)) - Responsible for developing a web based interface for an ambulance-patient service. This app lets people call an ambulance in an emergency situations from their cell phones. It has a web interface for the hospitals to manage the availability of the beds and other resources.

Virtual Memory Management (Operating Systems, C) - Developed a virtual memory management system for an operating system. The program assigned and release the virtual memory to a process on demand.

**Universal Turing Machine (Theory of Automata, Python)** - Developed a universal turing machine program in python. This program simulated a turing machine on a random set of inputs.

## **Achievements**

April 2016 December 2015 April 2014 Winner, Procom's speed debugging competition at FAST-NUCES.

Semester project selected as the best project for the annual open house 2015.

Second runner up, Procom's speed programming competition at FAST-NUCES.

#### Related coursework

Core courses

Database Systems, Data Structures, Computer Programming, Introduction to Computing.

Advance courses

Data Science, Information Retrieval, Bioinformatics, Artificial Intelligence, Introduction to Cloud Computing.

## Skills and hobbies

Skills Hobbies Strong communication and management skills. unity3D game development, music recording, strategy gaming