

Muhammad Ahsan Siddiqui

📍 Bismillah-City Street#3, Flat No 25A, 1st Floor, Latifabad, Hyderabad, 71000 Hyderabad, Pakistan

✉ ahsansiddz1@gmail.com ☎ +923401108878 🖱 ahsansiddz1.github.io in linkedin.com/in/ahsansiddz

🔄 github.com/ahsansiddz1 🏠 leetcode.com/ahsansiddz/

Skills Summary

- Familiar with Java, C++, Python, HTML, CSS, Bootstrap, JavaScript
- Proficient with functional programming and object oriented patterns
- Have Great command of Data Structure and Algorithms concepts.
- Understanding of Linux and command-line interface.
- Experience in working with version control system - Git and GitHub.
- Skillful leader and effective communicator demonstrated by working on a software team at Mehran University.
- Languages: English (bilingual - Strong oral and written communication skills) | Urdu (Native)

Education




- **Bachelors in Computer Science** Dec 2019 – present
Mehran University of engineering and technology, Jamshoro 📄
4 years program
- **Pre Engineering | High School** May 2017 – May 2019
Excellence College, Hyderabad 📄

Professional Experience

- **Artificial Intelligence Intern at Neo Docto (Remote)** Dec 2021 – Mar 2022
Key-Responsibilities:
 - Apply algorithmic knowledge to solve real-world problems
 - Use machine learning / deep learning frameworks and libraries effectively
 - Worked on an NLP project for Knowledge graph and Data Dashboard generation over client's data. Applied several Natural Language Processing (NLP) Techniques for Extracting Information from Client's data. (Python Packages Used - NLTK, Stanford NLP, and Spacy).
 - Worked on an Image Classification Dataset. Performed Data Augmentation on the Images as we had a very limited dataset. Then applied Transfer Learning using ResNet-18 in Pytorch. Got an accuracy of around 92% on the test dataset. (Python Package used: Pytorch)

Projects

- **Jumping Cubes (JAVA)** 2021
Built board game with object-oriented design and created an AI player with minimax algorithm and alpha-beta pruning

- Bank Management System (JAVA)** 2021
 Build a console-based application that provides all the Functions of bank account such as Account Creation, Money Withdrawal, Cash Deposit, Atm Pin verification – changing, etc.
- Face Recognition based Attendance System | Deep Learning (Python)** 2021 
 Used Pre-Trained MTCNN and Facenet to build this Attendance System.
- Covid19-Chatbot (Python)** 2021 
 Build a chatbot that responds to queries regarding the Corona Virus data to get the live status. It is a user-friendly platform so that people of any category can easily interact with it.
- Open Source Portal Website (Wordpress)** 2020
 Developed an open-source portal named “Galaxy Of Softwares” which provides access to users to download software’s, movies, apps, games, etc without at any cost.
Developed on CMS: WordPress
- Tic-tac-toe Console Game (C++)** 2019 
 Created “Tic-tac-toe” a two players player game in C++.
- Escape Room – Console Game (C++)** 2019
 Developed a Command-line Multiplayer Survival Game

Certificates

- Google Cloud Technologies | 2022** 
 Learning Labs:
 - Build and optimize Data Warehouses with BigQuery.
 - Implement DevOps in Goole Cloud
 - Monitor and Log with Google Cloud Operations Suite
 - Build and Secure Networks in Google Cloud
 - and many more - details available in attached link.
- Machine Learning | 2021**
 Authorized by Coursera, offered by Stanford University
- English For Career Development | 2021**
 Authorized by Coursera, offered by University of Pennsylvania
- Graphic Designing Course | 2020**
 4 months online course under Digi-skills training program
 (a platform of minister of information technology and telecom).
 Learned: Adobe Photoshop, and Adobe Illustrator