Ali Sajad Sultani

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EDUCATION

Bachelor of Engineering (Honours) in Software Engineering + Co-op
Ontario Tech University, Oshawa ON **Sep 2023-Jun 2027 (expected)**
Relevant Courses: C++; Web Programming; Java (OOP); Data Structure & Algorithm using C and C++; Complete C# Unity Game Developer 3D, SQL

SKILLS

- Over 1 year of experience with Python, C++, JavaScript, machine learning frameworks (Scikit-learn, Pandas, NumPy, PyTorch, TensorFlow), data visualization tools (Matplotlib), and CSV-based data processing.
- Proficient in core computer science principles including object-oriented design, algorithms, and data structures.
- Skilled in using Git, Visual Studio, VSCode, IntelliJ, Eclipse, Unity, Unreal Engine, and UML for software development and design.
- Experienced in Microsoft Office Suite (Excel, Word, PowerPoint, Power BI, Outlook) to manage workflows and generate reports efficiently.
- Knowledgeable in SolidWorks and capable in hardware/software troubleshooting; experienced in creating and refining technical solutions.
- Participated in academic software development projects, gaining hands-on experience with programming and collaborative problem-solving and verbal/written communication skills.

PROJECT EXPERIENCES

Machine Learning Developer – Personal Projects **Oct – Nov 2024**

- Built machine learning models for customer churn prediction and spam mail classification using Python, Scikit-learn, and NLP techniques.
- Engineered data pipelines for preprocessing, feature encoding, and model evaluation with NumPy, Pandas, and Matplotlib.
- Designed real-time CSV-based prediction systems for automated data input and actionable insights.

Team Lead, Machine Learning Research Project – University Project **Sep - Nov 2024**

- Led a team to analyze machine learning applications in healthcare, agriculture, and astrophysics, focusing on precision solutions and innovative methodologies.
- Investigated ML models for disease prediction, resource optimization in precision farming, and classification of celestial objects.
- Directed research efforts and collaborated on a comprehensive report outlining findings and future directions for ML advancements.

C++/C Game Developer – Personal Projects **Apr-Jun 2024**

- Created Knight-and-Zombies, a 2D action-adventure game in C++ with OOP principles, featuring combat mechanics, collision detection, and health-tracking systems.
- Built Ultimate Game Console, a command-line platform with login/registration, coin-based game access, and real-time feedback systems.
- Designed and implemented games like Tetris and Flappy Bird, ensuring smooth gameplay and user engagement.

Team Lead, Mini Trivision Billboard Design and Research – University Project **Jul-Aug 2024**

- Led a team of five to design and prototype a rotating billboard using SolidWorks, applying Geneva and Bevel gear mechanisms.
- Managed project milestones, coordinated tasks, and guided the team through 3D modelling, engineering documentation, and prototype development.
- Secured a 98/100 final score by delivering a high-quality presentation and functional prototype, showcasing strong leadership and engineering skills.

Python Developer – Personal Projects **Aug-Nov 2023**

- Designed a personal finance management tool with CSV-based data storage, allowing users to track income and expenses through intuitive inputs and automated categorization.
- Developed a slot machine simulation in Python using NumPy and randomization techniques, featuring dynamic row generation and realistic game mechanics.
- Integrated data visualization and reporting capabilities, leveraging Pandas and Matplotlib to provide clear insights into financial trends and patterns.

PROFESSIONAL EXPERIENCES

Web Designer & Graphic Designer
Afghan Network for Social Services (ANSS Foundation), Scarborough, ON **Jul-Aug 2023**

- Redesigned the organization's website using HTML/CSS and JavaScript, improving usability for over 200 users seeking information on residency, citizenship, and permits.
- Enhanced platform accessibility by implementing responsive design and navigation improvements, making the site easier to use across devices and improving user satisfaction.
- Optimized website performance, reducing load times by 30%, which increased user engagement and lowered bounce rates through efficient image handling and content delivery.