Safi Ullah

Address: Cavalry Ground, Lahore Cantt.

Contact: +92 308 4058559

Email: safiullahmughal.su@gmail.com

EDUCATION

NATIONAL UNIVERSITY OF COMPUTER & EMERGING SCIENCES (FAST-NU), LAHORE FAST SCHOOL OF COMPUTER SCIENCE, LAHORE

2013 - 2017

• BS in Computer Science

EXPERIENCE

Full-Stack Python developer, Arbisoft

June 5th, 2017 - Present

- Trained in Scrapy, Django and React for the first 3 months in team Mckinsey.
- Later moved onto the ERP team and worked on multiple modules.

Intern. Techmaniacs

Aug 20th, 2016 – Jan 10th, 2017

- Worked on their Ground Transportation System(GTS) as a PHP developer using CodeIgniter framework.
- Finalized their SRS document and was also a part of its IV & V.

Front desk officer (FDO) in FAST University, Lahore

May 15th, 2016 - July 10th, 2016

- Invigilating and overseeing the entry test.
- Managing the admission process for the applicable students.

PROJECTS

Virutal Assistant in VR

Aug 2016 - May 2017

- Developed a virtual assistant in a customized 3D model of an organization that can be added according to user's need.
- The user can communicate with the assistant in natural language with the help of NLP.

Store Management System

Aug 2016 - May 2017

• A system to manage products and employees working in the store. Developed the software using Qt with C++.

Age Group Recognition

6th Semester / 2016

• Developed an age group recognition software in matlab using k-nearest neighbor algorithm.

Handwritten Digit Recognition

6th Semester / 2016

• Detected handwritten digits using neural network, k-nn and adaboosting.

Chat Mate

6th Semester / 2016

• Android application to send messages over wifi to another device connected to the same Wi-Fi. No need to add contacts the app shows the members connected to the same wireless LAN.

Hotel Management System

5th Semester / 2015

- System manages the customer's orders, employees and their details. A menu is shown to the Customer digitally and the waiters add the order into the system which is sent to Head Chef as notification.
- The complete app was developed in C++ using Qt toolkit.

Match 'n Catch

2015

• Developed a 2d android based game using Corona Sdk, also uploaded it on the Google play store.

SKILLS

- Technical Skills:
 - Languages: C, C++, Java, Python, JavaScript, SQL, PHP
 - Frameworks: Django, Flask for backend and React library with redux for frontend
- Software Development
- Extra-Curricular Activities:
 - Cricket
 - Badminton
 - Football
 - Table Tennis
- Interests
 - Reading books
 - Watching movies and TV series