Artas Yaskar

Python & AI Developer | Electrical Engineering Student

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Profile

Aspiring software engineer specializing in **Artificial Intelligence, computer vision, and systems programming**. Experienced in developing multilingual NLP pipelines, interactive simulation environments, and intelligent automation tools. Contributor to multiple open-source projects with a portfolio spanning AI, DevOps, and digital design. Combining an Electrical Engineering background with practical software expertise to deliver scalable and impactful solutions.

Selected Projects

- **CLI Arena Ecosystem** | GitHub Repo Cross-platform CLI simulation suite integrating Web (Next.js), Mobile (React Native), Unity (GameDev), and FastAPI (ML). Used in peer workshops to benchmark problem-solving efficiency, improving completion times by **30%**.

- **Bible API Summarizer** | GitHub Repo Backend REST API developed with FastAPI to generate multilingual summaries of Bible chapters. Optimized for **low-latency inference** and scalability; serving **200+ daily requests** in English and Urdu.

- **Project.Bible AI** | GitHub Repo Full-stack application delivering AI-powered contextual summaries and historical references for Bible study. Integrated multilingual support and responsive UI, enabling seamless exploration across multiple books and chapters.

- **Cyberwatch CLI Framework** | GitHub Repo Python-based security tool for log parsing and anomaly detection with customizable rules. Reduced manual review time by **40%** in academic test environments.

- **ControlVerse** | GitHub Repo Interactive control-systems simulation platform developed in Python and MATLAB. Designed modules for stability analysis, frequency response, and real-time visualization of dynamic systems. Adopted in academic labs to enhance learning outcomes.

- **Handsign Detection Project** | GitHub Repo Computer vision application for real-time hand gesture recognition using OpenCV and TensorFlow. Achieved **95%+ accuracy** on a custom dataset; enables intuitive human-computer interaction and accessibility use cases.

- **3D Dino Game** | GitHub Repo Browser-based endless runner built with JavaScript and WebGL. Implemented adaptive difficulty, collision detection, and responsive design; achieved **1k+ online plays**.

- **Portfolio Website** | GitHub Repo Responsive portfolio (HTML/CSS/JS) integrating GitHub repositories and interactive UI. Attracted **500+ unique visitors** and serves as a central hub for professional branding.

Technical Skills

- **Languages:** Python, Go, JavaScript, Shell, HTML/CSS, LaTeX

- **Frameworks:** FastAPI, Flask, React Native, Unity

- **Libraries:** NumPy, Pandas, OpenCV, TensorFlow, OpenAI API, Requests

- **Tools:** Git, Docker, REST APIs, VSCode, Overleaf

- **Specialization:** NLP Pipelines, Computer Vision, Simulation Systems, CLI Frameworks, DevOps Automation, Security Tools

Education

BS Electrical Engineering   *Expected 2027*
University of Engineering and Technology (UET), Lahore, Pakistan
Relevant coursework: Data Structures, Algorithms, Machine Learning, Control Systems, Digital System Design

Achievements

- Published and maintained **16+ GitHub repositories** across AI, DevOps, and simulation systems with consistent peer engagement.

- Built open-source projects adopted in workshops and coursework environments, improving academic learning and technical practice.

- Recognized for innovative contributions in AI frameworks, simulation platforms, and computer vision applications.

- Established a professional technical profile through an active portfolio and open-source community participation.

Interests

Artificial Intelligence | Computer Vision | Control Systems Simulation | Developer Tooling | Open-Source Innovation