

Asad Mahmood

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EDUCATION

Lahore University of Management Sciences

August 2018 - June 2022

BS (Computer Science)

Courses Taken: Software Engineering, Machine Learning, HCI, Computer Graphics, Data Science, Data Structures, Algorithms

EXPERIENCE

Educative - Technical Content Engineer

July 2022 - Present

- Serving as a TCE (Product Specialist).
- Responsible for project development, platform debugging, and maintaining Git workflows for version control.
- Overlooked the API/security vertical, created Docker environments, and implemented DevOps pipelines.

Pakistan Revenue Automation Limited - Computing and Security Intern

June 2021 - August 2021

- 8-week internship to obtain experience in the industry where I was faced with a variety of challenges.
- Served as network support.

PROJECTS

Cruise Ship Management System | Python, Flask, HTML, CSS, Javascript, MySQL | Oct. 2020 – Dec. 2020

- Served as a team member in developing a full-stack web application using Flask
- Hosted a management system for crewmates, passengers, and management to carry out their daily cruise ship related activities
- Used Heroku for instance deployment and database hosting

BookBound | Python, Django REST, React, PostgreSQL, AWS, Material UI | Feb. 2021 – Apr. 2021

- Served as a team member in developing a full-stack web application using Django REST and React
- Implemented a centralized literature database to allow users to compare different prints and editions of various publications
- Used Amazon Web Services for instance deployment and database hosting

Spotify Analysis | Python, Pandas, SciKit, NumPy, Seaborn | Jan. 2021 – May. 2021

- Headed the data analysis over the Spotify music database for the last century.
- Conducted extensive exploratory data analysis over a song's various attributes.
- Constructed a machine learning model to predict a song's popularity during the century and published a blog detailing the findings of the research.

Platformer, a 2.5D Sidescroller | Unreal Engine, Blender, Unity | Oct. 2021– Dec. 2021

- Produced an interactive sidescroller game with a functional game loop
- Conducted extensive research in various game design techniques and implemented said techniques
- Produced a blog detailing the research, methods, and bugs

BloodBound | MongoDB, Express, React, React Native, React-Bootstrap, Material UI, HTML, CSS, Heroku, Netlify | Sep. 2021 – Ongoing

- Full-stack web application using the MERN stack with Heroku and Netlify for instance deployment and database hosting.
- Hosted a communication service where NGO, Medical Institution Workers and Blood Donors can connect with each other directly for blood and plasma in case of emergencies and scheduled medical appointments.
- Served as a Frontend Designer via React.

ADDITIONAL SKILLS AND EXPERIENCE

Languages: Javascript, Python, C#, C++, HTML, SQL, Haskell

Developer Tools: Heroku, Git, VSCode, Sublime, Unreal Engine, Unity, Blender, Photoshop, Figma, Axure

Libraries: Pandas, Matplotlib, NumPy, SciKit, Seaborn, PyTorch

Frameworks: NodeJS, Django, Django REST Framework, Material-UI, Flask, React