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## SKILLS

Java SE

C/C++

C#

Python

JavaScript

PHP

Codeigniter

Entity Framework

Ajax

SQL

Android Development

Data Structures

## LANGUAGES

English

Limited Working Proficiency

Urdu

Native or Bilingual Proficiency

## INTERESTS

Web Development

Data Mining

Machine Learning

Cross Platform App Development

# Muhammad Daniyal Qureshi

Software Developer

Lifelong Learner

## EDUCATION

### BSc with Honours in Computer Science

Sukkur IBA University

01/2018 - Present

CGPA 3.54/4.0

## WORK EXPERIENCE

### Desktop Developer(Freelance)

Fiverr.com

08/2020 - Present

Achievements/Tasks

- Build small-scale applications using Object Oriented or Procedural Paradigm
- Modify existing Desktop Applications, fix bugs and improve the overall performance
- Implemented Management Systems, included local databases
- Designed usable and easy to navigate interfaces

## CERTIFICATES

### Using Python to access Web Data

This was the basic course regarding scraping, parsing and reading data from web using web APIs.

### Introduction to C# Programming and Unity

It introduced the basic concepts of Unity, such as linking C# scripts with objects and moving the objects.

### Machine Learning

Learnt how machine learns to react on different situation by using different AI algorithms.

## PERSONAL PROJECTS

### Car Rental System

- <https://github.com/Daniyal-Qureshi/CarRentalSystem-Java-Swing->
- Using Java Swing and MySQL, designed and developed this projects, which maintains two dashboard admin and customers, and each panel handles different functionalities of the system

### GPA Calculator Android Application

- <https://github.com/Daniyal-Qureshi/GPA-Calculator-Android-Application>
- Designed and developed GPA Calculator Application using Java in Android Studio, used constraint layout for responsiveness, used animations, styling, tables, menus, buttons and images to make it user-centered application

### Turing Machine(Automata)

- <https://github.com/Daniyal-Qureshi/Turing-Machine>
- Developed Turing Machine in Java(SE), used open dialog to select the TM configuration, show the respective alphabet, prompt for input and show results accordingly based on acceptance or rejection

### Word Builder Game

- <https://github.com/Daniyal-Qureshi/Learning-Game-Application-CSharp>
- using C# and SQL Server Local, implemented windows form applications, that contains two games, Jumbled words and Hangman. Each game modules were built by following OOP pattern, and used appropriate images and voices

### Speech Emotion Recognition

- [https://github.com/Daniyal-Qureshi/speech\\_emotion\\_detection](https://github.com/Daniyal-Qureshi/speech_emotion_detection)
- Take user's voice as input and predict the emotion according to five emotional classes (happy, disgust, calm, fear, sad). Developed and trained using MLP classifier and deployed on flask