

Shahbaz Ali

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EDUCATION

Lahore University of Management Sciences, Lahore

Lahore, Pakistan

MS Computer Science, CGPA 3.17

July 2019 - May 2021

Courses: Machine Learning, Design and Analysis of Algorithms, Deep Learning, Computer Vision, Advanced Operating System, Applied Probability, Digital Image Processing, Computer Architecture, Speech Processing, ICT4D

Government College University, Lahore

Lahore, Pakistan

BS Computer Science, CGPA 3.43

Aug. 2014 - May 2018

Courses: Operating Systems, Data Structures, Analysis Of Algorithms, Artificial Intelligence, Machine Learning, Networking, Databases, Theory of Automata, Compilers Construction

EXPERIENCE

Senior Software Engineer | C++

Mar 2024 - Present

Logiciel Services

Remote

- Developed and optimized a high-performance, low-latency FIX engine for routing financial messages between destinations. Engine supported the FIX protocol and processed millions of messages per second for real-time trading.
- Developed core components of the Signals Engine in C++, implementing technical indicators (EMA, SMA, MACD, RSI, Stochastic, Parabolic SAR) using TA-Lib. Built pattern detection logic for candlestick, MACD, stochastic, and PSAR-based patterns, and integrated them to generate buy/sell signals based on configurable strategies.

C Developer

Mar 2024 - Sep 2024

Convsync

Remote

- This short term project focused on converting the legacy C code (30 years old) written in Ingress Framework using QUEL database language to modern technologies like Angular, Java, SQL etc.
- I contributed in interpreting the legacy code and providing the understanding to high-level language (Java) developers. The code was written in legacy framework more than 30 years ago and there was little to no documentation available.

Senior Software Engineer | C++

Aug 2021 - Feb 2024

Avanza Solutions

Hybrid/Remote

- Worked as a C++ Developer in the Electronic Funds Transfer (EFT) department.
- Worked on a product, **Rendezvous**, which is a middleware solution to incorporate multiple financial and non-financial channels i.e. Mobile, Internet Banking, POS, Credit/Debit Card Payment Systems, Core Banking, Loan Management Systems etc.
- Responsibilities included sending and receiving message over TCP/IP sockets to 1-link (which is national switch for IBFT payments in Pakistan)
- Worked for national and International Clients: KHCB (Bahrain), NRSP(Pakistan), F5(Dubai)
- Responsibilities included: Development and deployment of new financial or non-financial transactions, Unit Testing during development, Managing databases using SQL/Oracle.

Teaching Assistant | C, C++, Python, Matlab

Jan 2020 - Jan 2022

Lahore University of Management Sciences

Lahore, Pakistan

During my 2 year of MS at LUMS, I worked as a TA for 5 graduate level courses and 1 undergraduate course. For these courses I designed and graded assignments/quizzes and also conducted tutorial sessions. The courses are:

- CS-535 Machine Learning with Dr. Agha Ali Raza (Fall 2021)
- CS-623 Hardware Architecture for AI with Dr. Rehan Hameed (Spring 2021)
- CS-5317 Deep Learning with Dr. Murtaza Taj (Spring 2021)
- CS-510 Design and Analysis of Algorithm with Dr. Imdad Ullah Khan (Fall 2020)
- CS-535 Machine Learning with Dr. Agha Ali Raza (Spring 2020)

- CS-331 Artificial Intelligence with Dr. Mian Muhammad Awais (Spring 2020)

Software Development Engineer | C#, Unity

Skill Knight Studios

July 2018 - November 2019

Lahore, Pakistan

- Worked on different cross platform mobile games. Mostly added features or updates to the games already published on Play Store and App Store.
- Maintained a match 3 game with large user base. Removal of bugs reported by users and also quarterly major/minor feature updates

PROJECTS

Most of the projects listed below were during my BS and MS educational tenure. Professional projects are listed above in the EXPERIENCE section.

Inference for CNN model in C | C/C++

March, 2021

- Trained the CNN on fashion-mnist dataset in Keras
- Saved the weights in binary files
- Then used this weights to make prediction in C code
- Implemented convolution, fully-connected, dropout, maxpool, relu and softmax layers in C

Web Server (Linux) | C

March 2020

- Primitive Multi-threaded Clients and Multi-threaded Server model
- Clients send a request(using socket programming), which is completed and acknowledged by Server

File System (Linux) | C

May 2020

- Basic file-system which has all basic functions like open(), close(), read(), write(), format(), unlink()
- Managed multiple users accessing the same files simultaneously

Memory Management (Linux) | C

April 2020

- Mimic the functionality of malloc() and free() in C without using any external API
- Added functionality like expand, coalesce and release for more efficient Memory Management

Face vs No-Face Image Classification via Linear Classifier | Python, Keras

Jan, 2021

- Gather face images (male, female, child) from different datasets
- Gathered no-face images from IMAGENT data set
- Simply trained a liner classifier (without non-linearity)

Male vs Female Image Classification via CNN | Python

Feb, 2021

- Gathered small male and image dataset from internet
- Trained different NN and CNN architecture and compared the results
- Used different training and test data, then improved the accuracy using data augmentation

Deep Convolutional Generative Adversarial Network (DCGAN) | Python, Keras

April 2020

- Assignment of Deep Learning course implemented using Convolutional Layers
- Generated images of emojis (with good results) from Apple Emojis Dataset
- Designed both generator and discriminator networks

kNN Classifier | Python

July 2020

- kNN classifier implemented on Iris Data Set

Naive Bayes Classifier | Python

June 2020

- Multi-class classification using Naive Bayes on "Twitter US Airline Sentiment" dataset.

Recurrent Neural Network (RNN) | Python, Keras

May 2020

- Cleaning the dataset by removing stop words, punctuation, and html tags
- Positive/Negative classification of movie reviews from IMDB dataset

Frequency Domain Filtering | MATLAB

Nov 2020

- Created loop-based and vectorized implementation for FFT and IFFT
- Applied idead, butterworth and gaussian filter in frequency domain, and compared results

Content Based Image Retrieval (CBIR) <i>MATLAB</i>	Oct 2020
<ul style="list-style-type: none"> Created the database of training images histograms Compared and retrieved the images based on similar histograms Also tried equalized image histograms to see if that is a good feature to compare images. Results were negative. 	
Hidden Markov Model (Bakis Model) <i>Python</i>	Nov 2019
<ul style="list-style-type: none"> Applied HMM for part-of-speech prediction in natural language 	
Binary Independence Model (BIM) <i>Python</i>	Oct 2019
<ul style="list-style-type: none"> Applied BIM on corpus of 25000 news articles With trained BIM, the retrievals were very fast (milliseconds) 	
Addictive Gem Match Mania (Mobile Game) <i>C#, Unity Engine</i>	Dec 2018 - Nov 2019
<ul style="list-style-type: none"> Match 3 mobile game for Android and iOS Added core features to the game Also fixed user reported bugs in the game (with 100000+ users) 	
Clothing Classification (Neural Network) <i>MATLAB</i>	June 2018
<ul style="list-style-type: none"> Implemented & designed the architecture of Neural Network from scratch Implemented Backpropagation algorithm to learn to learn the best color combination of clothes Semester Project for Computer Vision Course 	
Handwritten Digit Classification (Neural Network) <i>MATLAB</i>	March 2018
<ul style="list-style-type: none"> Implemented & designed the architecture of Neural Network from scratch to work on MNIST Dataset Implemented Backpropagation algorithm to learn to learn the best color combination of clothes Semester Project for Machine Learning Course 	
Among the Dead Ones! (Desktop Game) <i>C#, Unity Engine</i>	Feb 2018 - July 2018
<ul style="list-style-type: none"> FPS Survival Shooter game for Desktop platform, worked as a part of my Final Year Project for Undergraduate Designed and programmed AI Zombies (NPC) for the game. Extensive work on Unity NavMesh System in collaboration with Unity's Macanim System to control the root motion of NPC Zombies Slide-free and accurate pathfinding for zombie character Ragdoll System to detect bullets with re-animation feature for Zombies & Audio Collection System with Scriptable Object 	
CrickSick Scoring Application (Android Application) <i>Android Studio</i>	May 2017
<ul style="list-style-type: none"> Application for scoring/recording cricket matches Simple User Friendly interface to detect all the event of cricket match Semester project for Software Engineering Course 	

TECHNICAL SKILLS

A very good understanding of OPP concepts
 Extensive knowledge and experience of working in Linux environment and its services (systemd)
 Familiarity and understanding of relational databases like SQL
 Very good grasp on logical and structural thinking
 I have typing speed of **80 WPM** with querty keyboard (typeracer Profile)
Languages: C++, C, Python, Rust, MATLAB, C#, Java, SQL, PostgreSQL
Frameworks: Keras, TensorFlow, PyTorch
Developer Tools: VS Code, CMake, Jupyter Notebook, Git, Visual Studio, SQL Server Management Studio, Linux
Libraries: Boost.Asio, POSIX, pandas, NumPy, Matplotlib, OpenCV, Scrappy, InfluxDB, Redis, Intel TBB