

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

Jan 2023 - present

Avanza Solutions

Lahore, Pakistan

- Working as a C++/C# Developer in the Electronic Funds Transfer (EFT) department.

Software Engineer

Aug 2021 - Dec 2022

Avanza Solutions

Lahore, Pakistan

- Working as a C++/C# Developer in the Electronic Funds Transfer (EFT) department.

Technical Content Engineer

Feb 2021 - July 2021

Educative, Inc

Lahore, Pakistan

- Created/Managed difference courses on the platform
- Played part in the review process of different courses
- Conducted interviews and helped in the hiring process

Teaching Assistant

Jan 2020 - Jan 2022

Lahore University of Management Sciences

Lahore, Pakistan

Designed and graded assignments/quizzes for the following courses:

- 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 & 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

July 2018 - November 2019

Skill Knight Studios

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

Inference for CNN model in C C/C++ <ul style="list-style-type: none">• 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	March, 2021
Face vs No-Face Image Classification via Linear Classifier Python, Keras <ul style="list-style-type: none">• 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)	Jan, 2021
Male vs Female Image Classification via CNN Python <ul style="list-style-type: none">• 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	Feb, 2021
Deep Convolutional Generative Adversarial Network (DCGAN) Python, Keras <ul style="list-style-type: none">• 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	April 2020
kNN Classifier Python <ul style="list-style-type: none">• kNN classifier implemented on Iris Data Set	July 2020
Naive Bayes Classifier Python <ul style="list-style-type: none">• Multi-class classification using Naive Bayes on "Twitter US Airline Sentiment" dataset.	June 2020
Recurrent Neural Network (RNN) Python, Keras <ul style="list-style-type: none">• Cleaning the dataset by removing stop words, punctuation, and html tags• Positive/Negative classification of movie reviews from IMDB dataset	May 2020
Frequency Domain Filtering MATLAB <ul style="list-style-type: none">• Created loop-based and vectorized implementation for FFT and IFFT• Applied idead, butterworth and gaussian filter in frequency domain, and compared results	Nov 2020
Content Based Image Retrieval (CBIR) MATLAB <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.	Oct 2020
File System (Linux) C <ul style="list-style-type: none">• Basic file-system which has all basic functions like open(), close(), read(), write(), format(), unlink()• Managed multiple users accessing the same files simultaneously	May 2020
Memory Management (Linux) C <ul style="list-style-type: none">• 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	April 2020
Web Server (Linux) C <ul style="list-style-type: none">• Primitive Multi-threaded Clients and Multi-threaded Server model• Clients send a request(using socket programming), which is completed and acknowledged by Server	March 2020
Hidden Markov Model (Bakis Model) Python <ul style="list-style-type: none">• Applied HHM for part-of-speech prediction in natural language	Nov 2019
Binary Independence Model (BIM) Python <ul style="list-style-type: none">• Applied BIM on corpus of 25000 news articles• With trained BIM, the retrievals were very fast (milliseconds)	Oct 2019

Addictive Gem Match Mania (Mobile Game) | C#, Unity Engine

Dec 2018 - Nov 2019

- 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) | MATLAB

June 2018

- 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) | MATLAB

March 2018

- 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) | C#, Unity Engine

Feb 2018 - July 2018

- 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) | Android Studio

May 2017

- 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

Familiarity and understanding of relational databases like SQL

Good in logical and structural thinking

I have typing speed of 70 WPM with querty keyboard ([typeracer Profile](#))

Languages: Python, C, C++, MATLAB, C#, Java

Frameworks: Keras, TensorFlow, PyTorch

Developer Tools: PyCharm, Spyder, Jupyter Notebook, Git, VS Code, Visual Studio, Unity, Android Studio

Libraries: pandas, NumPy, Matplotlib, OpenCV, Scrappy