

# DABIR HASAN RIZVI

Software Developer  
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## PROFESSIONAL SUMMARY

Result-driven Software Developer with strong academic credentials and over a year of experience working in agile teams to develop web-based applications. Proficient in object-oriented programming with a strong research interest in computer vision. Technologically savvy and a drive to excel, I am eager to contribute effectively to the organisation's success.

## EMPLOYMENT HISTORY

### Junior Web Developer, Net World Sports, Wrexham

07/2022 - 06/2023

- Built responsive and reusable Vue.js front-end components, optimising performance within a micro-service architecture.
- Enhanced user experience for the company's blog website, collaborating with content and SEO teams to implement responsive design.
- Streamlined workflows across departments by creating a Chrome extension, integrating APIs to address pain points and increase productivity.
- Employed agile methodology to migrate 40+ e-commerce stores from Magento 1 to Magento 2, improving website performance and customer experience.
- Tools and Technologies used: JavaScript, Gulp, PHP, jQuery, PostgreSQL, Vue.Js, Magento 2, WordPress, Nginx, HTML, CSS, Sass.

### Java Programmer (Internship) , Racks & Rollers | Storage Technologies & Automation, Bengaluru

01/2020 - 07/2020

- Developed a scalable Pick-to-light system GUI, aligning with technical standard.
- Engaged in the complete software development life cycle, encompassing performance analysis, design, development, and testing, to deliver an optimal user experience and ideal functionality.
- Leveraged Scrum and Test-Driven Development (TDD) to streamline the development process and ensure high-quality software delivery.

## EDUCATION

### MSc. Advanced Computer Science (with Integrated Year in Industry), Aberystwyth University, Aberystwyth, United Kingdom

09/2021 - 09/2023

Distinction (Expected)

### B.E in Electronics and Communication Engineering, CMR Institute of Technology, Bengaluru, India

08/2016 - 08/2020

Second Class Honors

## SKILLS

JavaScript

Python

C#

HTML/CSS

Java

C/C++

PHP

Vue.Js

.NET

MongoDB

Artificial Intelligence

Git

Adaptability

Scrum

PostgreSQL

MySQL

Google Cloud Platform

Communication

Jira

Docker

## LINKS

Portfolio

LinkedIn

Github

## COURSES

**Vue - The Complete Guide (incl. Router & Composition API), Udemy**

07/2022 - 08/2022

**Machine Learning, Stanford Online (Coursera)**

05/2021 - 07/2021

**Game Design and Development Specialization, Michigan State University (Coursera)**

08/2020 - 07/2021

**Introduction to C# Programming and Unity, University of Colorado (Coursera)**

02/2021 - 03/2021

**Deep Learning Specialization, DeepLearning.AI (Coursera)**

03/2021 - 09/2021

## PROJECTS UNDERTAKEN

**Robot Movement Automation with Computer Vision.**

Developed a Robot Movement Automation System using Computer Vision and Digital Image Processing, featuring SIFT algorithm implementation via OpenCV, Unity 3D integration with Vuforia SDK for AR-like feature detection, and Arduino IDE for motor control, enabling efficient object tracking and following within a Wi-Fi network range.

**Prediction of Parking areas availability from parking dataset using AI/ML Models.**

Implemented AI/ML for parking availability prediction using Santander's on-street sensors. Applied LSTM and Random Forest models, optimising with EDA, data visualization, cleaning, and feature engineering. Aims to enhance urban mobility.

**Prediction of likelihood of Blood-Brain Barrier (BBB) penetration for a chemical compound**

Secured 1st place in Aberystwyth University's Kaggle challenge, dominating with a 90.603% accuracy using Support Vector Machines. Excelled in predicting Blood-Brain Barrier penetration, showcasing expertise in feature extraction and model training.

**Detecting cardiac arrhythmia using single lead ECG recordings (Kaggle Challenge – Ranked 5th in the competition).**

Achieved an accuracy of 82.947% in a Kaggle challenge, emphasising cardiac arrhythmia classification using the PhysioNet Computing in Cardiology Challenge 2017 dataset. Employed random forest and CNN for pattern detection.