

Hamza Gabajiwala

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Dublin, Ireland

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github.com/hamzzgab

Experience

TIAA GBS | Quality Assurance

Mumbai, India | Jul 2021 - Jul 2022

- Independently worked on shifting more than 150 automation test cases from Selenium to WebDriver.io within two weeks with the help of Teamwork and Time Management.
- Utilised Jira to manage test cases allotted to me, and the development process effectively used Jenkins.
- Received Pat on the Back award for reducing downtime in data collection by creating an API for fetching data and integrating it into the automation test scripts.

NDT Solutions | Web Developer

Mumbai, India | May 2020 - Jul 2020

- Designed a fully functional Website that went live within a month. Communicated with the product owner for the requirements and made design decisions for the look and feel of the Website.

Projects

Menace of the Seagull | Virtual Reality Game

- An exploration game on the **Oculus Quest 2** to simulate the feeling of being attacked by a Seagull in **Virtual Reality**.
- The player needs to find Gold Coins in the Mystery Boxes; however, when they attacked players can throw rocks using the Oculus Controllers.

Holoway | Virtual Meeting Room

- A Virtual Meeting application to allow people to have remote meetings in a VR environment.
- Application works with the Oculus Quest 2 headset and a Web Application to allow users to interact with each other and objects in the Virtual meeting rooms.
- We built the application using **Extreme Programming**, focusing mainly on **test-driven development** and implementing a **pair-programming** strategy.

Education

Trinity College Dublin

Ireland | Aug 2022 - Aug 2023

- Master's degree in Computer Science (Specialising in Augmented and Virtual Reality)
- Thesis:** Enhancing Model Generation using Generative Adversarial Networks (GANs)
 - Utilising synthetic images to solve the problem of data collection and manual annotation on training data, to help machine learning models perform well on unseen data.

NMIMS University

India | June 2016 - Jun 2022

- GPA 3.45/4** - Bachelors of Technology in Computer Engineering

Publications

- [Comparative Analysis between InceptionResnetV2 and InceptionV3 for Attention Based Image Captioning !\[\]\(b972d9710cfc7cd7a8205167459269d8_img.jpg\)](#)
- [Comprehensive Review of Various Optimization Algorithms for Image Captioning !\[\]\(ecafc98bbf23c214d35f765c77759a73_img.jpg\)](#)

Technical Skills

- Programming Languages:** Python, C++, C#, Java, JavaScript, TypeScript, MATLAB, DART, Bash
- Databases:** SQL, Firebase, MongoDB
- Web/APP:** HTML, CSS, Bootstrap, AJAX, RESTful, Flutter
- Backend:** Flask, Selenium, OpenGL, WebDriver, Unity, Unreal Engine
- Machine Learning:** TensorFlow, PyTorch, Pandas, OpenCV, Scikit, Keras
- Containerisation:** Docker, Kubernetes, Git, Postman, Jenkins, JIRA