Hamza Gabajiwala

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EDUCATION

Trinity College Dublin   **September 2022 - August 2023**
- Master's degree in Computer Science (Specialising in Augmented and Virtual Reality)
- **Thesis**: Enhancing model generalisation using Generative Adversarial Networks (GANs)
- **Courses**: Computer Vision, Artificial Intelligence, Mathematics of Light and Sound, Real-Time Rendering/Animation, and Augmented Reality.

NMIMS University
- **GPA: 3.45/4** – Bachelors of Technology in Computer Engineering
- **Courses**: Artificial Intelligence, Soft Computing, Advanced Image Processing, Data Structures, Big Data Analysis, and System Security.

EXPERIENCE

TIAA GBS | QA Automation Engineer (Intern)   **June 2021 - June 2022**
- Successfully led an independent effort to migrate over 150 automation test cases from **Selenium** to **WebDriver** within an impressive 14-day timeframe.
- Demonstrated exceptional proficiency in leveraging **Jenkins** as a robust **CI/CD** platform, by effectively automating test cases assigned on **JIRA**.
- Recognised with a "Pat on the Back" award for my instrumental role in reducing downtime in data collection. This was accomplished using **RestAPI** for fetching data and seamlessly integrating it into the automation test scripts.

NDT Solutions | Web Developer (Intern)   **May 2020 - July 2020**
- Successfully translated design mock-ups and user requirements into a response and user-friendly website. Showcasing a keen eye for detail and an innate understanding of **UX** principles.
- Leveraged front-end technologies including **HTML5**, **CSS3**, **JavaScript** and **Bootstrap** to build a dynamic and interactive website, elevating the overall user engagement.
- Proactively identified and resolved bugs and issues, ensuring a smooth and error-free user experience, and tested the website across various browsers and devices on updates.

PROJECTS

Menace of the Seagull | Virtual Reality Game
- Designed and developed an immersive **Oculus Quest 2** game simulating a thrilling Seagull attack in **Virtual Reality**.
- Expertly programmed the game logic for the application using **C#** within the **Unity** game engine.
- Crafted engaging gameplay where players search for Gold Coins in Mystery Boxes while defending themselves by throwing rocks at attacking Seagulls.

Holoway | Virtual Meeting Room
- Developed a Virtual Meeting Room following the **Test Driven Development** methodology. Prioritising test creation before code implementation, to ensure exceptional software quality.
- Utilised **Unity** to create the application for **Oculus Quest 2** headset and a Desktop application to allow users to interact with each other and objects in the virtual meeting rooms.
- Adopted the **Extreme Programming** methodology, dividing the team into pairs for each sprint, emphasizing on **pair-programming**. Facilitated seamless knowledge, elevating the overall code quality through real-time code reviews.

PUBLICATIONS

- Comparative Analysis between InceptionResnetV2 and InceptionV3 for Attention Based Image Captioning
- Comprehensive Review of Various Optimization Algorithms for Image Captioning

SKILLS

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