# 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 | Software Developer**

**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 reducing downtime in data collection by 50%, using **RestAPI** for fetching data, and seamlessly integrating it into the automation test scripts.

**NDT Solutions | Web Developer**

**May 2020 - July 2020**

* Successfully translated UI/UX designs and user requirements into a responsive and user-friendly front-end code. 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 an interactive website, elevating user engagement.
* Identified and resolved bugs and issues, ensuring a smooth and error-free user experience, and tested the website on updates across various browsers and devices.

# 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 **Oculus Quest 2** headset application 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, emphasising 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](https://ieeexplore.ieee.org/abstract/document/9587514)
* [Comprehensive Review of Various Optimization Algorithms for Image Captioning](https://ieeexplore.ieee.org/document/9725562)

# SKILLS

**Programming Languages**: Python, C++, C#, Java, JavaScript, TypeScript, DART, Bash

**Databases**: MySQL, SQLserver, PostgreSQL, PL/SQL, Firebase, MongoDB

**Web/App Development**: HTML, CSS, Bootstrap, AJAX, RESTful, Flutter, React, Angular

**Backend**: Flask, Selenium, Spring Boot, OpenGL, WebDriver, PHP

**Containerisation**: Docker, Kubernetes, Git, Postman, Jenkins, JIRA

**Machine Learning**: Numpy, Pandas, Keras, Tensorflow, PyTorch, scikit-learn