Hafiza Neha Shahid

Islamabad, Pakistan

Mobile: +92-3125641111   Email: **hneha.shahid@outlook.com**

Objective: Trained computer engineer focused on achieving organizational goals by offering technical expertise and ready to learn skills needed along the way.

Education:

College of E&ME, National University of Sciences & Technology (NUST) Islamabad, PAK

    Bachelor's in Computer Engineering (Class 2020)

Work Experience:

Project Engineer at Fashglow, Islamabad   **1st Oct 2019 – Present**
- AR/VR App development to innovate fashion interactions
- Developing Flutter based cross platform apps
- Database designing, used SCRUM from software engineering practices, requirement gathering from clients
- Designed and deployed Pharmacy Management System

NEECA Ministry of Energy, Islamabad   **Software Intern**   **18st Jun 2019 – 30th Sept 2019**
- Worked on their Product Registration Portal Created its UI
- Created animated characters and models for add campaign

United Sol. Pvt Limited, Islamabad   **Data Intern**   **3th Jul 2019 – 7th Sept 2019**
- Planning, Analyzing, Designing Databases for different web applications

Final Year Project: **"VIZCON" (Best Project)**

    Real time 3D model generation of a building and architectural designing with furnishing in VR (oculus Rift S)

Semester Projects:
- **Game Development**: Third-person shooter video game using **Unreal Engine 4** (blender for modeling)
- **Deep Learning**: Train "Stick Figure" to walk and run using Augmented Random Search Algorithm
- Automated Image Captioning using python and tensorflow
- **Software Dev:** Traffic Ticketing System by implementing image recognition in **OpenCV** and **C++**
- **Database:** Airline Ticket Reservation System and Flight Management System using **C#** and **SQL Server**

Skills:
- **Programming Languages**: C#/ C++, Java, php, Python, Matlab, SQL, OpenCV, **Dart**
- **Database Management System:** MySQL, PostgreSQL, mongoDB
- **Application Development:** Android Studio, **Flutter**
- **Game Development:** Unreal Engine 4, Blender
- **Cloud Platforms:** AWS, GCP

Extra Courses:

MACHINE LEARNING AND AI - **AWS Education**	Flutter - Intermediate Level – Udemy
Unreal VR Dev: Make VR Experiences with Unreal Engine in C++ - Udemy	Build the Most Powerful Artificial Intelligence Agent – Udemy
Augmented Reality App Development – Udemy	Visual After Effects using Adobe After Effects

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Workshops:
- One-day training on "**The Science of Lighting"** organized by **Signify** July 2019
- Two-day introductory level workshop on **AI** and **IBM Watson** organized by **IBM** March'19
- Cloud Computing & tensorflow Workshop organized by **GCDC (Google Cloud Developers' community)** June '19
- Webinar on "Machine Learning and AI" organized by **AWS Innovate** October 2019
- Five-day workshop on "Business and Entrepreneurship" organized by Facebook SHE Means Business July '18

Events Participated:
- **COMPPEC 2019,** Project Display in COMPEC 2019 **(Vizcon)**