Ibrahim Khalid

Personal details

👤 Ibrahim Khalid

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🏠 House no:2922/10 Bilal Town, G.T Road
25000 Peshawar

Skills

Computer science

Information Technology

Operating Systems

Software development

Highly motivated

Innovator

Languages

English ●●●●●

Pashto ●○○○○

Urdu ●●●●●

Hobbies

■ Cars

■ Research

Profile

I'm a Highly motivated Computer Engineer with a passion for technology and computer science. Seeking challenges to leverage my skills in hardware and software development to drive innovation and create impactful solutions in the digital world.

Education

Bachelor in Computer System Engineer   **Sep 2020 - Aug 2024**
University of Engineering & Technology (UET), Peshawar

Faculty of Science in Computer Science   **Sep 2018 - Jun 2020**
Edwardes College Peshawar, Peshawar

University Project's

Nov 2022 - Dec 2022

Hand Gesture Vehicle
Gesture-controlled vehicle is a type of robot that can operated by human hand movements. The user needs to wear a glove that consists of a transmitter and sensors like an IR sensor. These sensors help in recording the movement of the hand in a desired direction which ultimately results in the motion of the robot or vehicle.

Apr 2021 - May 2021

Line Following Vehicle
The line follower robot is an automated vehicle that follows a visual black line or path on the surface. This visual line is a path on which the line follower robot moves. It uses a black line on a white surface, or you can also adjust it as a white line on a black surface as per your need.

Oct 2022 - Nov 2022

Text to Speech Convertor
The objective of this project is to design and implement in MATLAB such systems that can change the voice of a person simply by changing the pitch and using by 'Speech Synthesizer', converting entered text to speech. So this project performs two tasks.

Feb 2023 - Mar 2023

Save the CR (2D Unity Game)
The "Save the CR" is a simple 2D unity game that utilizes W, S, and Up & Down arrow keys to move its player while using the Spacebar key to shoot projectiles that are coming towards the player. The player earns points for each destroyed projectile shown on the screen in the upper left corner.

Extracurricular activities

Executive   **Oct 2020 - Jun 2024**
Computer Society, Peshawar

- Esports and Gaming
- Computer Hardware
- Football

Certificates

Simulink   **Sep 2021**

MATLAB   **Oct 2022**

Courses

Certified Ethical Hacker (CEH) v12   **Present**

Final Year Project(FYP)

Meta-Space: Pioneering Education in the   **Sep 2023 - Jun 2024**
Metaverse
For my final year project, I researched the impact of VR and AR in education, specifically focusing on creating immersive virtual classrooms in the Metaverse. Using cutting-edge technology, I aimed to enhance student engagement and interaction in a realistic virtual learning environment. This investigation explored the potential of digital technologies to improve educational experiences and meet social needs. Through thorough research and experimentation, I sought to uncover insights that could drive revolutionary advancements in education and beyond.

Research Paper

Meta-Space: Pioneering Education in the   **Mar 2024 - May 2024**
Metaverse
By removing barriers to education related to geography and granting everyone access to education, the education metaverse holds the potential to completely transform education. But some issues must be resolved, like controlling its growth, creating accessible, immersive experiences, and encouraging responsible use. To guarantee a productive and positive learning environment in the education metaverse, cooperation, well-defined policies, and technical innovation are crucial.

Our paper has been published by the "**International Conference on Innovations in Computing Technologies and Information Sciences (ICTIS)**".