# Muhammad Usaid Rehman

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### **EDUCATION**

### • Habib University

Karachi, Pakistan

BSc. Computer Science

Minors: Mathematics, Music

CGPA: 3.5 2018-present

## • Cedar College

Karachi, Pakistan

A-Levels

Physics(A), Chemistry(A), Mathematics(A), Further Mathematics(B);

SAT I: 1480

2016-2018

## **EXPERIENCE**

## • World Wildlife Fund - Pakistan

Machine Learning Intern

Developing and testing an image classification model using deep learning to classify species of birds as part of the *Khidmat* requirement at Habib University.

June 2021 - Present

## • Habib University - ISCIM

Teaching Assistant for MATH 102: Calculus II

Provided support to faculty and students, individual instruction, held office hours & tutorial sessions, and graded homework assignments.

January 2021 - May 2021

### • Habib University - ISCIM

Teaching Assistant for MATH 202: Engineering Mathematics Assisted faculty, held office hours and tutorial sessions, provided individual support to students and graded engagement assignments.

August 2020 – December 2020

## • Physics & Astronomy Club - Habib University

Treasurer

Managed club finances, prepared budget reports & acquisition requests, assisted in organizing public lectures and events. August 2019 – March 2020

# **AWARDS & SCHOLARSHIPS**

#### • Habib Excellence Scholar

Habib University

Scholarship of 70% awarded for 4 years due to A-level grades and admission application.

2018

#### • Honor Roll

Cedar College

Awarded for having a 4.0 GPA in AS Level.

2017

### SKILLS

### Technologies

Proficient in Python (Pytorch/TensorFlow, Numpy, Networkx, Pandas), C/C++, C#, SQL, JavaScript, Bash, NetLogo, LaTeX, Maple, MATLAB, Octave, Git/Github, MS Office Suite

#### • Theoretical Skills

Design and Analysis of Algorithms, Data Structures, Theory of Computation, Evolutionary Computation, Machine Learning, Deep Learning, Natural Language Processing, Graph Theory, Linear Algebra, Probability & Statistics

# • Teaching & Research

Lesson planning, providing individual instruction, liaising between students and faculty, performing literature reviews, data analysis, writing academic research papers, conducting surveys, conducting ethnographic fieldwork.

## **PROJECTS**

## An Evolutionary Approach To The Graph Bandwidth Problem

Final project for CS 451: Computational Intelligence Implemented a Genetic Algorithm to solve the Graph Bandwidth problem and analyze its performance using several parameters.

Python, Numpy, LITEX

### • Agent-Based Modelling of Slime Mold

Final project for CS262: Computational Social Science An agent-based model of the slime mold (*P. polychephalum*) implemented to model its growth and behavior.

NetLogo, ETEX

#### Maaruf E-Library

An e-library management software built for CS 353: Software Engineering, utilising agile project management techniques. *Electron, NodeJs, Jira* 

## • A Simple Text Editor

A simple text editor implemented using Ropes - a special data structure used for string manipulation.

Python

## **HOBBIES & INTERESTS**

- Academic & Research Interests: Pure Mathematics (Analysis, Graph Theory), Theoretical Computer Science, Algorithms, Machine Learning, Evolutionary Algorithms, Ethnomusicology
- **Hobbies:** Music, Travelling, Reading, Outdoor Adventure (trekking, river-rafting, hiking), Film, Cooking
- Volunteering: Volunteered for Snow Leopard Foundation (SLF) at Hunza, Ayesha Chundrigar Foundation (ACF) in Karachi