

# ABDULLAH SUBHANI

## ASSOCIATE JAVA DEVELOPER

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Java Developer with 1 year of experience at Inov8, focusing on Core Spring, REST/SOAP services, and socket protocols. Contributed to fintech solutions used by top Pakistani banks such as Meezan Bank, Bank of Punjab, JS Bank, and AKBL. Experienced in third-party API integration, scalable backend development, and cross-team collaboration. Passionate about writing clean code and building reliable software systems in dynamic environments.

### SKILLS

**Programming:** Java | HTML, CSS, JS | React | Python | Dart, Flutter | C++

**Tools:** IntelliJ, ActiveMQ | PyCharm, Weka, Colab, Jupyter Power BI | Andriod Studio, FlutLab | Visual Studio | Jira, GitHub

**Libraries & Frameworks:** Spring Boot | REST, SOAP | Hibernate | JPA | Eureka, Feign Client | RabbitMQ | Kafka | Resilience4j

**Databases:** SQL Server Management Studio | Firebase | SQLite | MongoDB | PostgreSQL

### WORK EXPERIENCE

#### Software Engineer, Inov8 Limited

Sep 2023 - Nov 2024

- Worked on core **Spring (Boot/MVC), REST/SOAP** web services, and socket protocols across various fintech projects within the integrations team.
- Developed and maintained integrations used by major **Pakistani banks** including **Meezan Bank, Bank of Punjab, JS Bank, and AKBL**, with extensive hands-on experience in third-party API design, development, and integration.

### ACADEMIC PROJECTS

#### Augmented Reality Visualizer (*Final Year Project*)

[github.com/mabdullah-subhani/ar-visualizer](https://github.com/mabdullah-subhani/ar-visualizer)

- Developed a full-featured cross-platform mobile application using **Flutter** and **Firebase**, allowing users to visualize and customize furniture, decor, and layouts in real-world spaces through immersive augmented reality experiences.
- Utilized libraries like **augmented\_reality\_plugin** and **model\_viewer\_plus** to implement advanced AR features, ensuring seamless object interaction and dynamic user experiences.

#### Chronic Kidney Disease Prediction

[github.com/mabdullah-subhani/ckd-prediction](https://github.com/mabdullah-subhani/ckd-prediction)

- Developed a predictive model for Chronic Kidney Disease (CKD) using machine learning techniques on a Kaggle-sourced dataset. Implemented preprocessing methods like **KNN imputation**, **MinMax scaling**, and **RandomOverSampler** to ensure accurate predictions, achieving **100% accuracy** with both **Random Forest** and **AdaBoost** classifiers.
- Utilized **AdaBoost** for its robust predictive capabilities and **Flask** for deploying the model, enabling real-time CKD prediction via a web application for practical healthcare decision-making.

#### Hand-Sign: Multi-class Classification

[github.com/mabdullah-subhani/hand-sign-classification](https://github.com/mabdullah-subhani/hand-sign-classification)

- Developed a multi-class **CNN model** to recognize hand signs in **American Sign Language**, achieving **97% accuracy** to aid communication for speech-impaired individuals. Implemented data preprocessing, model evaluation, and saving/loading functionality for future predictions on a Kaggle-sourced dataset.
- Used **TensorFlow**, **Keras**, and **scikit-learn** to build the model with Conv2D, MaxPooling2D, and Dense layers, applying techniques like early stopping and dropout regularization, and visualized performance using **Matplotlib** and **Seaborn**.

#### AI Maze Solver with Automatic Dependency Installation

[github.com/mabdullah-subhani/ai-maze-solver](https://github.com/mabdullah-subhani/ai-maze-solver)

- Developed an AI-powered maze solver using **A\*** algorithm, integrated with **Pygame** for visualization, and implemented a feature to automatically install missing libraries for smooth execution via an executable file.
- Utilized libraries like **Pygame** for GUI, **heapq** for pathfinding, and **random** for maze generation, ensuring a seamless runtime experience with auto-installation of dependencies.

March 2021 - Jan 2025

### EDUCATION

#### BACHELOR OF SCIENCE IN COMPUTER SCIENCE (BSCS)

Bahria University Lahore

### LANGUAGES

**Urdu:** Native or Bilingual Proficiency

**English:** Limited Working Proficiency

**Chinese:** Basic Proficiency