

CONTACT

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INTRODUCTION

Muhammad Hamza 4th-year BSCS student at NUST with a CGPA of 3.88, specializing in ML, DL, AI, C++, and Py with a strong foundation in DBS, CN, PDC, and DSA. Proficient in designing and optimizing AI/ML models, algorithm development, and data-driven solutions. Developed multiple AI-powered projects and completed onsite internships at Aarsol Private Limited(Odoo developer), Punjab Information Technology board (ML Intern), & remote internship at Prodigy InfoTech(ML Intern) , gaining hands-on experience in scalable systems, software engineering, and intelligent automation

PROJECTS

1) Car Number Plate Detection using CNN

Designed and trained a Convolutional Neural Network (CNN) model to detect and recognize car number plates with an accuracy of over 90%. The project involved preprocessing images, applying normalization, and using batch normalization layers to improve model performance. This system efficiently extracts features and predicts license plate characters for reliable recognition.

3) Snake Game in Python

Built a classic Snake Game in Python using Turtle graphics, featuring snake movement, food spawning, scoring, and collision detection, demonstrating object-oriented programming and event handling skills.

3) Stock Price Alert with News & SMS Notifications

Developed a Python script that tracks Tesla (TSLA) stock prices using Alpha Vantage API, calculates percentage changes, and fetches the latest news articles from NewsAPI if significant fluctuations occur. Integrated Twilio to send real-time SMS alerts with stock movement details and related news headlines.

4) Burger Order App (Flutter + GetX)

Developed a burger ordering app in Flutter with GetX state management, featuring product counters, dynamic total price calculation, taxes and delivery fee integration, and a splash screen with smooth navigation.

5) To-Do List App (Flutter + Provider)

Created a to-do list app in Flutter using Provider for state management, allowing users to add tasks with date and time, view them in a styled list, and manage tasks through a simple and interactive UI.

6) Follow-Me Robot (Hardware - Project)

Follow-Me Robot using Arduino UNO, equipped with high-speed motors and a durable wooden chassis. Integrated a Li-ion bike battery for extended power backup and implemented BT connectivity for seamless mobile interfacing. Optimized control algorithms to enable real-time autonomous user tracking, enhancing efficiency in industrial applications.

Many-more basiclevel projects

SKILLS

Languages Python, C++, C, javascript, JQuery, Html, Css, Bootstrap, tailwing ,NASM ,Shell Scripting

DataBase

MySQL

Mobile Application Development

Flutter and Dart

Deep – Learning

Convolutional Neural Networks

Machine-Learning

Knowledge of different types of Machine Learning Models