

MUHAMMAD DANIYAL SAQIB

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EDUCATION

DePauw University

Bachelors Expected Graduation May 2020

Major: Computer Science **Minor:** Economics and Mathematics, **Major GPA:** 3.46/4.00

Awards: Dean's Honor List: Fall 2016, Spring 2017, Spring 2019

Selected Coursework: Artificial Intelligence, Algorithmic Toolbox (Coursera), Data Mining, Statistical Computation

TECHNICAL SKILLS

- **Languages:** Python, Java, HTML, CSS, JavaScript, NodeJS, C/C++, Scala, R
- **Technologies/Tools:** Git, Eclipse, Bootstrap, Pandas, VueJS, LaTeX, Flat/Protobuffers, Spyder, Digital Logic

EXPERIENCE

Software Engineer Intern • Silicon Labs, Boston MA

May 2019 - Aug 2019

- Designed and implemented user interface for the client-server network analyzer model to develop an application using electron framework, emphasizing on cross platform development
- Used ClusterizeJS to buffer large sets of data, decreasing buffer time from 17s to less than 1s
- Implemented socket in Electron to create routes to deliver data packets to the frontend UI
- Utilized Google protobufs in Javascript and Java, allowing 10x faster transferring and serialization of data

Software Development Research Assistant • DePauw, Greencastle IN

May 2018 - Aug 2018

- Collaborated with Biochemistry professors to incorporate VR into coursework for 50+ Biochemistry students
- Analyzed the documentation and source code of ChimeraX's application to design basic UML diagrams
- Augmented existing Python APIs to install new gui tools, allowing students to interact with lab work in VR
- Implemented different several Python and HTML scripts to display Python-scripted-labs in VR HTML windows

PROJECTS

8 Puzzle, Java

- Implemented and optimized 8 Puzzle Solver, using informed and uninformed search algorithms. Analyzed optimality using Breadth-First-Search and A* algorithms.

Housing Prices Prediction, Python

- Used feature engineering and other techniques to preprocess data set and applied algorithms, such as GBR, to make 91% accurate predications.

Text Based Adventure Game, Java

- Designed and programmed a text-based game to find a hidden character using object oriented development concepts.

Spotify Playlist, Python

- Developing a program that automates a playlist creation based on user's selected/favorite artists, using Spotify API and a Spotipy Library.

LEADERSHIP and EXPERIENCE

DePauw University - Kelley Emerging Leaders Program

Winter Term 2017 - 2018

- Worked with a team to create a pitch to One Click Ventures executives providing marketing and partnership-based strategies for company growth.

Next Generation Pakistan (NGP), Chairperson

Aug 2014 - Aug 2015

- Led a campaign collecting more than \$50,000 to fund the education of underprivileged students.

SOFT SKILLS

Languages: English, Urdu, Hindi, Punjabi, Siraiki; **Interests:** IoT, AI, VR, Social Reform and Social Philosophy

Other: Photography, Filming, Video/Image Production, Environmental Awareness, Community Service