

# MUHAMMAD DANIYAL SAQIB

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## EDUCATION

### DePauw University

*Bachelors Expected Graduation Dec 2019*

**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, LaTeX, Flat/Protobuffers, Spyder, Digital Logic

## EMPLOYMENT

### 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 for efficient transferring and serialization of data

### Software Development Research Assistant • DePauw, Greencastle IN

*June 2017 - July 2018*

- Collaborated with Computer Science and Biochemistry professors to incorporate ChimeraX into coursework
- Analyzed the documentation and source code of ChimeraX's application to design basic UML diagrams
- Augmented existing Python APIs to install new gui tools that work with virtual reality component of program
- 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