Daniyal Jawad

Lahore, Punjab, Pakistan
+92-309-404-8956 daniyaljawad77@gmail.com LinkedIn GitHub

Education

Bachelor of Science in Computer Science | CGPA: 3.77/4.00 **Lahore, Punjab**
University of Management and Technology *Sep. 2020 – January 2025*

- Relevant Coursework: Distributed Systems, Machine Learning, Computer Vision, Data Structures, Cloud Computing

Experience

Software Developer **April 2022 – June 2024**
Fiverr *Remote*

- Engineered scalable backend solutions for CRM systems and web applications using Python and Django.
- Designed and implemented RESTful APIs to optimize data exchange across distributed systems.
- Enhanced operational efficiency by integrating real-time monitoring and logging solutions.
- Collaborated with global clients to deliver customized software solutions.

Game Developer Intern **May 2023 – July 2023**
Mindstorm Studios *Lahore, Punjab*

- Optimized game performance, achieving a 20% improvement in frame rates and memory usage.
- Developed AI behavior for NPCs using reinforcement learning to create dynamic in-game interactions.
- Contributed to the successful completion of a functional game prototype within the internship timeline.

Projects

Driver Behavior Analysis System | *Machine Learning, Python, TensorFlow* **April 2024 - July 2024**

- Developed an ML-based system to detect driver fatigue using TensorFlow and computer vision techniques.
- Used computer vision techniques to track head pose, blink rate, and gaze direction.
- Deployed a real-time alert system integrated with live dashcam feeds for enhanced road safety..

Time-Series Prediction for Fleet Maintenance | *Python, TensorFlow, AWS* **January 2024 - March 2024**

- Built a predictive maintenance system for fleet vehicles using time-series data from IoT sensors.
- Utilized LSTM networks to predict engine health and maintenance schedules.
- Deployed the solution using AWS Lambda and EC2 for real-time predictions.

Quantum Approximate Optimization Algorithm Research | *Quantum Computing, Python, Qiskit* **Dec 2022 - March 2023**

- Conducted research on the QAOA algorithm to optimize combinatorial problems using quantum computing.
- Focused on tuning the final parameter settings to enhance performance on near-term quantum devices.
- Implemented and simulated QAOA circuits using IBM Qiskit and classical optimization techniques.
- Analyzed the impact of different parameter initialization strategies on algorithm convergence.
- Compared QAOA's performance against classical optimization techniques for combinatorial problem-solving.
- Tested and benchmarked QAOA results on real quantum hardware provided by IBM Quantum Experience.
- Explored potential applications of QAOA in logistics, network optimization, and portfolio management.

Get Asap Service | *Django, HTML, CSS, JavaScript, Bootstrap, PostgreSQL* **October 2023 - November 2023**

- Built an Admin Dashboard for managing users, services, and bookings.
- Created Buyer and Seller panels for browsing, listing, and booking services.
- Implemented role-based authentication and booking system for seamless user interaction.

Automated Parking System | *CV2, Pandas, Numpy, Pytorch, AWS EC2* **October 2023 - November 2023**

- Developed a model to identify available parking spots using aerial drone images.
- Used OpenCV and TensorFlow to process images and classify parking spaces.
- Achieved real-time deployment with AWS S3 and Lambda functions.

Village of Shadows | *Unity, C, Gameloft, ML Agents, Cognito, Google Admob, Firebase* **July 2023 - July 2024**

- Developed a story-driven multiplayer AAA game inspired by Resident Evil: Village of Shadows for Android users.
- Utilized Unity and C for game development, with custom-designed 3D models and assets.
- Created and managed game servers using AWS EC2 and Cognito, handling real-time gameplay data and authentication.
- Developed backend systems to manage player data and enhance game scalability using Python and AWS services.

IOT-Based Smart Agriculture System | *MicroPython, ESP8266, Adafruit IO* **May 2022 - July 2022**

- Designed a system to automate irrigation based on real-time weather and soil moisture data
- Integrated cloud-based monitoring for efficient resource utilization and crop management.
- The system efficiently controls UV lights and water motors to ensure optimal conditions for crop growth.
- Utilized ESP8266 microcontroller connected to the Adafruit IO cloud for real-time monitoring and decision-making.

Technical Skills

Languages: Python,C, SQL, JavaScript, HTML/CSS
Machine Learning: TensorFlow, PyTorch, Keras, OpenCV
Frameworks/Tools: Django, React, Unity, Kubernetes, Docker
Databases: PostgreSQL, MySQL, MongoDB, SQLite
Cloud Services: AWS (EC2, Lambda, Cognito, S3)
Version Control: Git, GitHub, GitLab
Operating Systems: Linux, MacOS

Acedemic Accomplishments

Rector's Merit Award: Awarded for achieving a perfect 4.0/4.0 SGPA during an academic term.
Dean's Merit Award: Recognized for scoring 3.95/4.0 SGPA, demonstrating consistent academic excellence.
Bazm-e-Paigham Award: Honored by the Bazm-e-Paigham society for outstanding academic performance in matriculation.