Qasim Warraich

qasim.warraich@gmail.com | qwarrai.ch | github.com/qasimwarraich
Note: Address and telephone number are redacted from this publically available document

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Recently, my work and personal interest has been in the area of computer vision and its applications in robotics. As a component of my Master's degree I completed an individual study module with the Robotics and Perception research group at UZH. This study involved gaining familiarity with Event-Based Vision and its application in solving problems such as VIO, SLAM and it's potential in various reconstruction algorithms. Personally what excites me the most is working on projects that influence and play a tangible role in the physical world. This is the primary reason I am passionate about working with computer vision technologies and robots. Implementations such as flying machines and autonomous robots are especially of interest to me.

Education

University of Zurich — Zurich, Switzerland
Master of Science in Computer Science — Current Grades: 5.3/6 — *February. 2019 – Present*

Relevant Coursework:

- Visual Algorithms for Mobile Robotics
- Individual study in Event-Based Vision
- Informatics 1 & 2
- IT Security
- Database Systems
- Big Data Analytics

City University of New York : Hunter College — New York, NY, USA
Bachelor of Arts in Media Studies — Major GPA: 3.62/4 — *September. 2013 – July 2017*

Relevant Coursework:

- Game Programming 1 & 2
- Web Development 1 & 2
- Concepts in Gaming
- Introduction to Computer Science
- Programming for Everyone (Python)
- Digital Design and Usability

Skills

Programming Languages: C, Python, JavaScript, MATLAB, R
Other Languages: Shell Scripting, Markdown, TEX
Familiar Tools and Libraries: Linux, Git, OpenCV, Raspberry Pi, SSH, Various Linux CLI Tools
Spoken Languages: English (Native), Urdu (Native), French (Novice), German (Novice)
Other: PC Hardware Knowledge, Basic Networking, Basic Electronics (Breadboard and Soldering)

Projects

The Woof Factor in Zurich | R, Jupyter Notebooks, Git, Yandex Translate API

- Developed a big data pipeline to create predictive models for dog ownership trends using dog ownership, city planning and economic datasets from the City of Zurich's Open Data Platform.
- Implemented in R and then ported to a Jupyter Notebook.
- Exploratory data analysis performed with the aid of numerous visualisations and plots.
- github.com/qasimwarraich/Big-Data-Analytics

Turbulence Pro | Javascript, p5.js

- "Flappy Bird" style game programmed in JavaScript.
- Uses the p5.js library for sprite animation and basic collision detection.
- Playable inside the browser on PC and Mobile (Touchscreens).
- qwarrai.ch/tpro