

Qasim Nawaz

Computer Science Student

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qnawaz

qxsim

Skills

Programming Java | Python | JavaScript | MATLAB | SQL | HTML | CSS | C# | Dart
Other Git | Unity3D | Robotics | Android | iOS | UNIX (macOS/Linux) | Windows | NLP
Soft Skills Bilingual (English and Mirpuri) | Communication | Teamwork | Leadership | Time Management

Education

The University of Birmingham (2017 - Present)

Birmingham, UK

- BSc Computer Science (Predicted: 2.1)
- A degree with a focus on Artificial Intelligence, Mathematics, Robotics, Data Analytics, High-Level and Low-Level Programming as applied to theoretical and practical Computer Science.
- Modules include Neural Computation, Intelligent Data Analysis, Human-Computer Interaction, Nature-Inspired Search and Optimisation, Computer-Aided Verification and Operating Systems.

King Edward VI Aston Grammar School (2014 - 2017)

Birmingham, UK

- A-Levels in Chemistry, Biology and Mathematics, with an AS-Level in Psychology.

Saltley School and Specialist Science College (2009 - 2014)

Birmingham, UK

- 11 GCSEs with 5A*/As including English Language (B), Mathematics (A) and Triple Science (A*AA).
- Senior Prefect.

Experience

Capgemini (July 2018 - September 2018)

Telford, UK

Test Analyst | Test & Release Service

- Created testing files using data obtained via analysis of SQL-based relational databases.
- Improved quality of the code-base by conducting E2E testing on numerous modules, exposing bugs earlier in the development cycle.
- Worked towards revamping the automation testing system, which helped to drastically improve productivity by as much as 25% via more efficient allocation of time and resources spent on a project.
- Authored some documentation for internal use, giving an overview of the automation process.

Projects

QasCoin (Cryptocurrency)

- Created an ERC-20 token (XQC) on the Ethereum platform (Test Network).
- Used Solidity to write the token scripts and deployed it using the Remix IDE via MetaMask.

Augmented Reality Android and iOS App (Unity3D)

- Created an AR app that masks a texture onto a real-world object when detected via the camera.
- In this case, when a Queen of Hearts playing card is detected, a King of Diamonds will be mapped onto it exactly, at varying distances and angles, in real-time for a seamless experience.
- Used C# for scripting and Unity3D as the development platform alongside the Vuforia Engine.

Email Classification System (Natural Language Processing)

- Created a command-line program using Python and various libraries including NLTK and Stanford NER Tagger to be able to classify emails by type and content in a hierarchical ontological structure, taking advantage of the inheritance properties of a WordNet.

Volunteering

Charity Week for Yemen Appeal (November 2017)

On-Campus Fundraising

- Planned and organised a very successful 5-day event in which we raised over £3000.
- Raised awareness of the humanitarian crisis in Yemen and managed to engage both staff and students alike.