Abdul Rafay Ashfaq

+92 335 3386386 | ashfaqrafay12@gmail.com | linkedin.com/in/rafayashfaq18 | github.com/rafayashfaq

Islamabad, Pakistan

EXPERIENCE

Machine Learning Intern   Jun 2025 – Jul 2025
DevelopersHub Corporation   Remote
- Engineered conversational AI agents for medical and mental health diagnostics using NLP techniques.
- Fine-tuned LLMs with HuggingFace Trainer API and developed Python scripts for real-time user interaction.
- Executed end-to-end data pipelines, including Exploratory Data Analysis (EDA) and data cleaning on clinical datasets to identify key features for heart disease classification.
- Trained regression models for house/stock price forecasting, implementing time-series analysis on preprocessed metrics.

Web Developer Intern   Jun 2025 – Aug 2025
Premier NX   Lahore, Pakistan | On-site
- Architected responsive, user-friendly frontend interfaces for an academic portal utilising PHP Laravel.
- Implemented full-stack CRUD functionality, ensuring real-time data synchronisation with a MySQL backend.

Python Developer Intern   May 2025 – Jul 2025
Softsincs   Remote
- Completed comprehensive data science training, mastering Pandas and NumPy for data preprocessing.

EDUCATION

Bachelor of Science (B.S.) in **Computer Science**   Aug 2027
FAST National University of Computer & Emerging Sciences   Islamabad, Pakistan
- Coursework: Data Structures, Design & Analysis of Algorithms, Object-Oriented Programming, Computer Networks, Artificial Intelligence, Web Programming, Software Design & Analysis, Information Security

PROJECTS

Automated Game-Playing Agent for TORCS
- Automated a car racing simulation using PyTorch, integrating a Random Forest Model for autonomous driving behaviour to extract telemetric data.
- Trained the model on sensor-based input to optimise speed and steering in dynamic racing environments.
- Implemented real-time decision-making and performance evaluation to enhance model accuracy and responsiveness.

Ultimate Tic-Tac-Toe
- Developed a player vs. AI Tic-Tac-Toe game in Python, incorporating the Minimax Algorithm with Alpha-Beta Pruning for efficient decision-making.
- Applied advanced Constraint Satisfaction Problem (CSP) techniques to enforce game rules and logic.
- Refined user experience through an interactive GUI, enhancing gameplay realism and competitive challenge.

XONIX
- Created a classic arcade game with modern GUI and gameplay mechanics using C++ with SFML.
- Programmed player movement, enemy AI, and dynamic territory capturing logic using DSA concepts.
- Enhanced user experience with responsive controls, real-time scoring, and engaging visual feedback.

Hospital Management System
- Built a full-stack HMS using React.js for the frontend and Node.js with MongoDB for the backend.
- Implemented secure user authentication and role-based access control using JSON Web Tokens (JWT).
- Developed comprehensive modules for patient management, appointments, and medical records.

SKILLS

Web Development Tools: HTML, CSS, JavaScript, React.js, Node.js, MongoDB, PHP, Laravel
Game Development Tools: Unity, SFML (Simple & Fast Multimedia Library)
Programming Languages: C++, Python, Java, SQL (MySQL), x86 Assembly

CERTIFICATIONS

Google AI Essentials Specialisation – Google • Introduction to Artificial Intelligence – University of Illinois Urbana-Champaign • Introduction to Generative AI for Developers with Copilot – Microsoft