# Samiya Ali Zaidi

# samiyaalizaidi@gmail.com

# **EDUCATION**

# HABIB UNIVERSITY

COMPUTER ENGINEERING

Expected June 2025

Karachi, Pakistan

CGPA: 3.91/4.00

#### KENNESAW STATE UNIVERSITY

**COMPUTER ENGINEERING** 

Aug - Dec 2023

Kennesaw, Georgia, USA

CGPA: 4.00/4.00

Fully funded exchange semester sponsored by the U.S. Department of State.

# BEACONHOUSE COLLEGE PROGRAMME

Karachi. Pakistan

GCE Advanced Level in Biology, Physics,

Chemistry, and Mathematics

Grades: 4A\*s

#### **COURSEWORK**

#### **SOFTWARE**

Object Oriented Programming

Software Engineering

Discrete Mathematics

Neural Networks & Machine Learning

# **HARDWARE**

Electric Circuit Analysis

Basic Electronics

Computer Architecture & Organization

Signals & Systems

Data Communication & Networking

Digital Signal Processing

Digital System Design

# **SKILLS**

# **PROGRAMMING**

# Experienced:

Python • C++ • Verilog

Familiar:

HTML/CSS/JavaScript • React Native • RISC-V Assembly

# TOOLS/APPLICATIONS

VS Code • OrCAD PSpice • OpenLane •

MATLAB • Vivado • YOSYS • Matplotlib •

Pandas • SDL • LaTeX • PyTorch • Tensorflow

• Keras • Numpy • Android Studio

# **OPERATING SYSTEMS**

Windows • Linux Ubuntu • Raspbian

# LINKS

LinkedIn: linkedin.com/in/samiya-ali-zaidi

Github: github.com/samiyaalizaidi

ORCID: orcid.org/0009-0008-1907-1542

Google Scholar: Click here to visit my profile

# **EXPERIENCE**

# HABIB UNIVERSITY | UNDERGRADUATE STUDENT RESEARCHER

Jun. 2023 – Aug 2023 | Karachi, Pakistan

- Worked on a faculty-led research project titled Improved Camouflaged Object Detection.
- Conducted comprehensive literature reviews on state-of-the-art camouflaged object detection techniques.
- Developed and implemented innovative detection pipelines to enhance accuracy and overall performance metrics.
- Collaborated closely with faculty and peers to design experiments and analyze results.

# HABIB UNIVERSITY | TEACHING ASSISTANT AND PEER TUTOR

Dec. 2022 - May 2024 | Karachi, Pakistan

- Served as a Teaching Assistant for **Data Structures & Algorithms** and **Signals & Systems** courses, and provided tutoring for a **Python Programming Workshop**.
- Assisted course instructors during lab sessions, supporting students with lab exercises and problem-solving.
- Conducted regular office hours to help students with homework assignments, lab problems, and exam preparation.

# RESEARCH PUBLICATIONS

#### **CONFERENCES**

• Hussain, S.M., **Zaidi, S.A.**, & Hyder, A. (2023). "Integrating Ensemble Learning into Remote Health Monitoring for Accurate Prediction of Oral and Maxillofacial Diseases." 2023 IEEE 25th International Multi-topic Conference.

# **DESIGN EXPERIENCE**

#### LOW PASS FIR FILTER FOR AUDIO APPLICATIONS

Implemented a 32-tap low-pass Finite Impulse Response (FIR) filter for audio applications.

- Utilized MATLAB **filterDesigner** to design and implement a filter meeting precise specifications.
- Digitally generated audio signals and represented them in signed binary format.
- Successfully implemented the FIR filter in Verilog, ensuring proper functionality and performance.

#### CLASSIFICATION ON RASPBERRY PI

Developed and deployed computer vision models on Raspberry Pi.

- Trained two models: one for classifying handwritten digits with 99% testing accuracy, and another for classifying cats and dogs with 92% testing accuracy.
- Deployed both models on a Raspberry Pi for real-time inference, demonstrating effective integration of computer vision and embedded systems.

# PIPELINED RISC-V PROCESSOR

Designed a processor capable of handling the RISC-V instruction set using Verilog.

- Implemented pipelining to manage instruction, component, and memory hazards, allowing the processor to handle up to 5 instructions simultaneously.
- Programmed the processor to sort an array of numbers in descending order using the selection sort algorithm.

# **SPACE SHOOTER GAME**

Developed as the final project for an object-oriented programming course.

- Designed and implemented a multi-level space shooter game with escalating difficulty.
- Utilized object-oriented programming (OOP) principles, incorporating 15 classes to demonstrate key concepts such as polymorphism and the singleton pattern.
- Programmed the game in C++ using the SDL 2 library for advanced graphics rendering.

# HONORS/AWARDS

- 2023 President's List for Fall 2023 Kennesaw State University
- 2023 Principal Candidate for Global UGRAD-Pakistan Fall 2023
- 2023 Dean's Honors List Fall 2022 & Spring 2023
- 2022 Recipient of 75% Scholarship for Stanford IHP 2023
- 2021 Recipient of Habib Excellence Scholarship (4-year scholarship)
- 2021 Recipient of Habib Meritorious Award
- 2019 Recipient of 100% scholarship for A-levels