

SUMMARY

Automation engineering student with a passion for self-driving cars and a background in computer vision and deep learning.

SKILLS

- Programming: Python, C++, C, OpenCV, PyTorch, MATLAB & Simulink, Rospy
- Software: PyCharm, Visual Studio, Google Colab, ROS, Unity 3D
- OS: Ubuntu, Windows
- Languages: English (Fluent), Urdu (Native)

EXPERIENCE

Computer Vision & Deep Learning Intern

T3LAB; Bologna, Italy Oct 2019 - Mar 2020

- Reviewed the accuracy of pretrained 2D object detectors like Faster-RCNN, SSD, & YOLO on video data
- Developed a real-time (30 FPS) application for vehicle and person counting at busy road junctions
- Also did research on my Master Thesis

AUDI Autonomous Driving Competition Participant

AUDI; Ingolstadt, Germany May 2018 - Oct 2018

- Among 16 teams selected from all over Europe
- Led a team of 4 other students in designing an autonomous car algorithm using deep reinforcement learning and computer vision techniques
- Designed a simulator (from scratch) using C++ and Unity where RL agent was trained and tested using Apprenticeship Learning
- Responsible for extraction of lane lines and aruco traffic markers that were fed as input to the RL agent
- Implemented state machine to execute a sequence of maneuvers at road junctions (turn left, turn right etc.)

EDUCATION

Master's in Automation Engineering

University of Bologna; Bologna, Italy Sep 2017 - Oct 2020

- **Coursework:** Computer Vision, Industrial Robotics, Optimization Models, Probability & Stochastic Processes, Mechatronics Systems, Mechanics, Real-Time Systems
- **Thesis:** Object trajectory prediction from an ego-centric perspective by combining 3D object detector (PointPillars) with depth map (MADNet) and real-time semantic segmentation neural nets

Bachelor's in Electrical Engineering

National University of Science & Technology; Islamabad, Pakistan Sep 2012 - Jun 2016

- **Coursework:** C/ C++ Programming, Control Theory, Electrical & Digital Circuit Analysis, Instrumentation, Embedded Systems
- **Thesis:** Designed a path-following drone and performed analysis under different PID values in the Unity simulation environment where it followed a collection of waypoints in a sequential manner under the influence of varying external disturbances

PROJECTS

Contributor to Open Source Robotics Library

Aug 2020 - Present

Python Robotics is an open source library for learning about robotics (path planning, mapping, navigation). My contributions: Bug Planning and variants of A*.

Long Range IoT Hackathon (Bologna, Italy)

May 2018 - May 2018

Made an application that would use an Arduino to send waste data from ten locations to a central radio network and formulate the optimum garbage collection route using Dijkstra's Algorithm.

Visual Inspection of Blade Tools

Jan 2019 - Jan 2019

Developed an application using C++ and OpenCV that combined Canny Edge Detector, Hough Transform, and Harris Corner Detector to detect pointed edges of a blade tool, compute their angle, and also locate imperfections using a custom filtering technique.

Autonomous TurtleBot mapping & navigation in ROS

Jan 2020 - Feb 2020

Implemented mapping using a custom bug planning algorithm and navigation with PRM (Probabilistic Roadmap) on a Turtlebot in the ROS simulation environment. Potential Field Algorithm was used for following the planned trajectory.

Analysis of Joint-Space Trajectories of PUMA 560 manipulator

May 2020 - May 2020

Studied performance of a PUMA 560 manipulator under PD with Gravity Compensation, Inverse Dynamics Control and Robust Sliding-Mode Control. Analysis was done in MATLAB using Peter Corke's Robotics Toolbox.

Walking Philosopher

Dec 2017 - Dec 2017

Solved Tanenbaum's Walking Philosophers problem using an application developed in C with POSIX threads. The successful application had minimum starvation, no deadlock, and could work for any number of philosophers.

Efficient Charging and Discharging of Plug-in EVs

Dec 2018 - Dec 2018

Applied the dual subgradient algorithm to provide an optimized schedule for the charging and discharging of Plug-in EVs when connected to the grid. The project was done in C++ using the Armadillo library for linear algebra operations and optimization and the MPI library for multithreading.

AWARDS

Unibo Action 2

University of Bologna 2017-05-01

Received a two year study grant for Master's course based on meritorious GRE scores