Shaheen Amir

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An aspiring Machine Learning Engineer, who is passionate about leveraging data to solve real-world problems. I have a strong background in cutting-edge techniques like deep learning, natural language processing, and computer vision, and I thrive on transforming complex data into something that gives valuable insights.
With expertise in OpenCV, Pytorch, and TensorFlow, I collaborate with diverse teams to understand business requirements and develop scalable solutions. I'm committed to continuous learning and growth in this dynamic field, always ready for the next exciting challenge. I'm eager to bring my skills and enthusiasm to a team that values innovation and collaboration, where together, we can create something truly remarkable.

Educational Background

Forman Christian College University, Lahore
Pakistan
Bachelors of Computer Science

Skills & Proficiencies

- Skills: Python, Java, C, Javascript, Databases, Data Structures and Alogrithms, Machine Learning, Computer Vision, Deep Learning, Natural Language Processing, Internet of Things
- Tools: MySQL, Firebase, React Native, Tensorflow, Keras, Pytorch, HuggingFace, Transformers, GitHub

Volunteer Work & Certification

Teacher Assistant
- Design and Analysis of Algorithms Feb 2024-Present
- Intro to Java Programming Feb 2024-Present
- Object Oriented Programming Feb 2024-Present
- Programming Fundamental Oct 2022-Jun 2023
- Introduction to Computing Oct 2022-Jan 2023
- Discrete Mathematics Oct 2022-Jan 2023

Internship
- Shaukat Khanum Memorial Hospital
- Allied Bank Limited

Student Involvement
Societies
- IEEE FCCU (2023-24) Vice President
- OmniLife VR FCCU (2022-23) General Secretary
- Google Developers Student Club (2021-22) Marketing Lead

Volunteer
- Forman Debating Society (2021-22) Logistics
- Women Empowerment Society (2021-22) Management

Competitions
- Softtec‘24 Programming Competition
- Softec’23 Programming Competition
- Code of Wars‘23 Programming Competition
- Uraan Hackathon 2022

Certifications
- Neural Networks and Deep Learning
- Generative AI with Large Language Models
- Data Science BootCamp 2020
- Introduction to Python

Projects and Research

Malware Detection and Classification-Present
- Currently working on the research to improve malware detection and classification using Transformers.
- Have implemented BEIT(Bidirectional Encoder representation from Image Transformers).

Automated Attendance System-2024
- Worked on an attendance system which marked the presence of a person and logged work hours.
- YoloV8 was used to train and detect a person's presence based on his/her images.

Autoencoders For Object Classification-2024
- Built an autoencoder to classify myself, my friend and others.
- A simple encoder and decoder architecture was used.

HTML Autocorrection Tool-2023
- Made a tool that would predict incorrect or incomplete code based on 10 bad coding practices of HTML.
- T5 base model was used.

Real-Time Image Classification-2023
- Performed Prediction of objects using CNN.
- OpenCV was used for real-time prediction.

Content Generator Using GPT API-2023
- Worked on a GUI based content generator gives specific keywords using OPEN AI GPT API.
- The keywords were prompted to enter and when pressed search it displayed relevant information.

Carbon-Footprint-Tracker-2023
- Built a Mobile Application which helps users track their daily carbon emissions and reduce their environmental impact.
- Allows the user to log daily activities and calculates their carbon footprint.

Sentiment Analysis using Decision tree-2023
- Classified Reviews using decision tree Sentiment Analysis based on review.
- Features were selected based on mutual information gain.

Tournament Analysis System-2022
- Made a database system for tournament analysis and connecting it with Graphical User interface which runs different queries.
- Used Tkinter and SQLite.

Console Based Card Game-2022
- Made a console based card game in Java which consisted of two players.
- Players take turns drawing cards from their deck and placing them on a central table deck, aiming to match face values and collect cards, with the game ending when one player runs out of cards.