Muhammad Soban Ijaz

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Education

Information Technology University BS in Computer Science
Aug 2022 – Present

Experience

Apprenticeship Mindstorm Studios–Game Programmer
June 2023-Aug 2023

- Learned Game development in Unity through their course
- Developed a Game for Mindstorm Studios in Gamejam organized by them as final assignment

Projects

Geospatial analysis of Wildfires in Nevada

- Conducted a spatiotemporal analysis of wildfires in Nevada (2020–2022) using spatial data science techniques; explored relationships between wildfire occurrence and environmental factors (temperature, precipitation,vapour pressure deficit)
- Tools Used: spatial Python libraries (e.g., Geopandas, rioxarray, Pysal)

Image Denoising with Convolutional Auto-encoder

- Developed a Convolutional Autoencoder in numpy and applied to image denoising. The architecture is modular i.e layers/params can be adjusted according to needs. Trained and tested on CIFAR-10 images. The model takes noisy images as input and reconstructs clean versions.
- Tools Used: Python, NumPy , Numba

Centralized System

- Designed and implemented a server-client system in Linux for file sharing, featuring efficient resource allocation. Supported multi-client concurrency and ensured data integrity.
- Tools Used: C, Socket Programming

Technical Skills

Programming Languages: C/C++, Python, JavaScript, HTML/CSS, SQL
AI/ML: Deep Learning, Machine Learning, Computer Vision, Model Training and Evaluation, Data Preprocessing
Spatial Data Science: Geospatial Analysis using Spatial datascience techinques and spatial Python libraries (e.g., GeoPandas, Rasterio)
Web development Frameworks: React.js, Node.js