Muhammad Sohaib Ashraf

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Recent graduate in MSc Artificial Intelligence and Robotics with a degree in Software Engineering. Experienced in developing artificially intelligent and evolutionary games. Has previous development experience as a qualified web developer. Ambitious to pursue a long-term career in game development.

Education

University of Hertfordshire   Jan 2018 – May 2019
- **MSc** – Artificial Intelligence and Robotics
- **Grade** – 1st (Expected)
- Modules
  - Theory and Practice of Artificial intelligence
  - Neural Networks and Machine Learning
  - Artificial Life with Robotics
  - Investigative Methods in Computer Science

University of Management and Technology   Feb 2013 – Dec 2016
- **BS** – Software Engineering
- **CGPA** – 2.81/4.00
- Module
  - Object-Oriented Programming
  - Software Engineering
  - Computer Vision
  - Mobile App Development
  - Computer Graphics

Skills

Coding
- Machine Learning
- Python
- C#
- Android
- R
- OpenGL
- JavaScript
- XML
- HTML

Software
- Unity3D
- Maya
- NetBeans
- Visual Studio
- Adobe Photoshop
- Microsoft Office

Other
- Communication
- Teamwork
- Problem-solving

Projects Related to Artificial Intelligence and Evolutionary Game Theory

- **Master Project (Evolutionary Flocking Shooter):** Recently, I have upgraded a game with Genetic algorithm. Bots can learn to locate the target, avoid danger and exterminate it.
  Technology Used: Unity3d Engine, Machine Learning, Evolutionary Game Theory, Genetic Algorithm, C#.
  Link: suhaibashraf.github.io/Portfolio/MScProject.html

- **Super Nim (AI):** An advanced form of Nim game with the heaps of sticks, built in python and powered with AI.
  Link: suhaibashraf.github.io/Portfolio/SuperNim.html

- **Snake and Cake:** Built in C++ and OpenGL. This game is like the classic Nokia game "Snakes Xenzia".
  Link: suhaibashraf.github.io/Portfolio/SnakeAndCake.html

- **Age of Empires with AI:** Implemented AI Algorithms on "Age of Empire" like RTS game and made an investigative review on the performance of four different algorithms (Monte Carlo, Minmax, Alpha-beta, Megamax) relative to one another.
  Technology Used: Java, Netbeans, AI.

- **Fusion-Fission Dynamics (Robotics):** Netlogo and Thymio robotics projects to follow other robots, detect the obstacles or line and avoid it.
  Technology Used: NetLogo, Aseba studio, Thymio Robots, Aseba Playground.

Career History

Web Developer (Full Stack) – Epullon   Jan 2017 – Dec 2017
- Responsible as a full stack developer. Completed a web-based business application single-handedly that went into production.
- The technology I worked on included PHP Core, PHP (CodeIgniter), JavaScript, jQuery and Bootstrap.

Projects:
- **Eselloapp:** Developed a complete system for online warehouse ordering and catalogue management. Clients can place online orders and warehouse can manage their inventory and deliveries all in a single system.
  Link: www.eselloapp.com
- **Premier Polmarex website:** Created an admin panel and imbedded dynamic products of "Eselloapp" on the main website for Canadian logistics company Premier Polmarex.
  Link: www.premierpolmarex.ca

Web Developer (Internship) – Zepto Systems   Jul 2015 – Sep 2015
- An experience that sets the foundation for my professional career where I learnt how to be an effective member of a web development team in a fast-paced environment.
- Worked on PHP Core, PHP (Laravel), JavaScript and jQuery.

Projects:
- **Right Jobs:** Worked to enhance the search in a website (Right Jobs) to help people find new jobs.
  Link: http://rightjobs.pk

Volunteer Work

Event Organiser – Leader's Forum (Part Time)   Sep 2013 – May 2017
- Organized events for students including annual sports festival and educational trips.
- Worked as a student guide

Hobbies and Interests

- Playing Cricket, Badminton and Table Tennis.
- Travelling and experiencing different cultures.
- Learn about the latest research and technologies.
- Play video games.

REFERENCES WILL BE PROVIDED ON REQUEST