Muhammad Sohaib Ashraf

<u>suhaib.sabi@hotmail.com</u> | +44 75 1764 6682 | <u>www.linkedin.com/in/muhammad-sohaib</u> 36, Shallcross Crescent, Hatfield AL10 9QH (Willing to relocate)

Education

University of Hertfordshire

Jan 2018 - Present

- MSc Artificial Intelligence and Robotics
- CGPA 1st (Expected)
- Modules
 - Theory and Practice of Artificial intelligence
 - Neural Networks and Machine Learning

- o Artificial Life with Robotics
- o Investigative Methods in Computer Science

Feb 2013 – Dec 2016

University of Management and Technology

- **BS** Software Engineering
- **CGPA** 2.8
- Module
 - Object-Oriented Programming (A)
 - Computer Vision (B+)

- Mobile App Development (B+)
- Computer Graphics (A-)

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: 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: Main website for Canadian logistics company Premier Polmarex to display their products and services.

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: A website 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 student guide

Skills

Coding and Algorithm

- Machine Learning
- Python
- C#

- Java
- R
- OpenGL

- JavaScript
- XML
- HTML

Software

- Unity3D
- Maya

- NetBeans
- Visual Studio

- Adobe Photoshop
- Microsoft Office

Others

Communication

Teamwork

Problem Solving

Projects during Studies

- 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, Genetic Algorithm.
- Snake and Cake: This game is like the classical Nokia game "Snakes Xenzia" built in C++ and OpenGL.
- Super Nim (AI): An advanced form of Nim game with the heaps of sticks, built in python and powered with AI.
- 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 relative to one another.
 Technology Used: Java, Netbeans.
- 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.

Personal Project

Carrom Board: After the completion of my Master project, I started to work on this project individually.
 Technology Used: Unity3d Engine

Hobbies and Interests

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

References and code sample will be provided on request