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 experience as a qualified web developer. Ambitious to pursue a long-term career in game development.

Education

MSc Artificial Intelligence and Robotics – University of Hertfordshire   Jan 2018 – May 2019

Grade: 1st (Expected)

Modules

- Theory and Practice of Artificial intelligence
- Neural Networks and Machine Learning
- Artificial Life with Robotics
- Investigative Methods in Computer Science

BS Software Engineering – University of Management and Technology   Feb 2013 – Dec 2016

CGPA: 2.81/4.00

Modules

- Object-Oriented Programming
- Software Engineering
- Computer Vision
- Mobile App Development
- Computer Graphics

Skills

Coding

- Machine Learning
- Python
- C#
- Android
- R
- OpenGL
- JavaScript
- XML
- C++

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. Which enabled bots to learn how 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. This enabled AI to win a game against human player.

- 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): Developed Netlogo and Thymio robotics projects which followed other robots, detected the obstacles or line and avoided them.

- **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 are able to place online orders and warehouse, 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

- Organised events for students including annual sports festivals and educational trips.
- Worked as a student guide

Hobbies and Interests

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

REFERENCES WILL BE PROVIDED ON REQUEST