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**Muhammad Sohaib Ashraf**

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| EXPERIENCERobotics Developer – Oneberry 12/19 – Now Developing industrial level autonomous mobile robots and working on AI features using images from the camera. Web Developer – Epullon 02/17 – 12/17 Managed to complete multiple web-based business applications that went into production. Led a team of software developers. ProjectsEvolutionary Flocking Shooter 04/03/19 - 19/04/19 Recently, I have upgraded a game with Genetic algorithm in my Master’s project. Which enabled bots to learn how to locate the target, avoid danger and exterminate it. I used Unity3d Engine, Genetic Algorithm and C#. I got 92% marks in this module Demo Link: [www.youtube.com/watch?v=A9k6WBoY548](http://www.youtube.com/watch?v=A9k6WBoY548) SuperNim 17/03/16 – 22/03/17An advanced form of Nim game with the heaps of sticks and some complex functions, built in python and powered with AI. This enabled AI to win a game against human player. Link: [suhaibashraf.github.io/Portfolio/SuperNim](https://suhaibashraf.github.io/Portfolio/SuperNim) Snake and Cake 14/11/16 – 30/11/16 Built in C++ and OpenGL with the team of three developers. Inspired by Nokia game "Snakes Xenzia".  Link: [suhaibashraf.github.io/Portfolio/SnakeAndCake](https://suhaibashraf.github.io/Portfolio/SnakeAndCake) EDUCATIONMSc Artificial Intelligence & Robotics 01/18 – 05/19University of Hertfordshire (Distinction)BS Software Engineering 02/13 – 05/17University of Management and Technology | PROFILE Unity certified developer, working as a software engineer (Robotics) at Oneberry Technologies, Singapore. Graduate in MSc AI and Robotics (distinction) with a degree in Software Engineering. Ambitious to seek a career in Game development as it’s my passion since a young age and endorsed by others. I am experienced in developing artificially intelligent games using C#, C++, OpenGL, Genetic Algorithm and Unity3d Engine. SKILLSCoding  |  |  | | --- | --- | | * Machine Learning | * C# | | * Game Development | * OpenCV | | * Robot Development | * C/C++ | | * Data Analysis | * Java | | * Artificial Intelligence | * MATLAB | | * ROS | * Unity3d | | * Web Development | * Python |  Other  * Teamwork * Problem Solving * Meeting Deadlines * Creative Thinking  INTERESTS  * Badminton * Travelling * Learning about the latest research and technologies |
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