



Muhammad Sohaib Ashraf

Software Engineer

Innovative software engineer specializing in robotics, holding an Australian Subclass 476 visa. Diverse background, blending academic and professional experiences, resulting in honed technical skills and creativity. Thriving in challenging environments, excelling at pushing technological boundaries, and contributing significantly to innovative projects. A proven track record of delivering exceptional results. Passionate about exploring emerging technologies and eager to leverage expertise.



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WORK EXPERIENCE

Software Engineer (Robotics Lab) UMT

03/2022 - 10/2023

Pakistan (Hybrid)

Achievements/Tasks

- Worked on some Robotic applications.
- Built motion planning and control system.
- Developed computer vision algorithm.

Robotic Software Engineer Epazz, Inc

03/2021 - 03/2022

Pakistan (On-Site)

Achievements/Tasks

- Defining software requirements and carried out design procedures from scratch.
- Working on a project with the primary goal of enabling robots to learn how to cook.
- Working on multiple robotics and IoT projects using technologies.

Software Engineer Tricasol

06/2020 - 03/2021

Pakistan (Hybrid)

Achievements/Tasks

- Worked with them to improve their pricing module using AI.
- Developed Personalized recommendation system.
- Implement data protection strategies.

Software Engineer (Robotics) Oneberry Technologies

12/2019 - 05/2020

Singapore (On-site)

Achievements/Tasks

- Adapted three existing robotics projects to improve performance and add various new features.
- Semantic segmentation was used to enable the robot to navigate autonomously along a sidewalk with the additional capability of obstacle avoidance using RGB cameras.
- Worked on robotics vision and autonomous movement.



EDUCATION

MSc AI with Robotics University of Hertfordshire

2018 - 2019

Awarded with Distinction - Hatfield, United Kingdom

BS Software Engineering University of Management and Technology

2013 - 2017

Lahore, Pakistan



TECH SKILLS

Robotics

ROS1, ROS2, Isaac SDK, OpenCV, TensorFlow, Control System, Sensor Integration, SLAM, Gazebo, Path Planning

AI and Machine Learning

Data Analysis, Python, TensorFlow, Deep Learning, Reinforcement Learning, Keras, PyTorch, Scikit, Yolo, QT

Game Development

Unity3d, 3D Modelling

Web Development

Laravel, CodeIgniter, jQuery, Bootstrap

Software Languages

C, C++, C#, Python, Java, JavaScript, PHP, HTML, CSS, R, MATLAB, SQL, git, Lisp



WORK EXPERIENCE

Software Developer Cube Discipline

03/2017 - 12/2017

Achievements/Tasks

- worked as a member of the web development team in the last semester of my Bachelor's degree and continue as fulltime after completion of the semester.
- Successfully completed and deployed many web-based business apps.
- Supervised a development team.

Pakistan (On-Site)



PERSONAL PROJECTS

Arena ROSNav with NAV2 (07/2023 - 08/2023)

- Developed ROS1 and ROS2 packages that use ros nav2 using simple commander and using ROSBridge, it was integrated with Arena Rosnav, which is a modular ROS package for training and evaluating navigational algorithms of robots.

Robotic Chef (03/2021 - 03/2022)

- Worked on developing a Robotic arm that help mimic the movement of a chef to cook a cousin with an optimal setting.

KenOB2 (02/2020 - 05/2020)

- KenOB is a security Robot developed by Oneberry Technologies, Singapore. It patrols around the facilities to observe the movements and helps security department to get a better view of the facilities. Upgraded KenOB to kenOB2 by Integrating it some security features using Computer vision and Its movement with 3d SLAM.

Sidewalk Robot (12/2019 - 02/2019)

- Worked on a Robot that can travel on a sidewalk with simple camera installed. Semantic Segmentation and some Computer vision algorithm were used.

Evolutionary Flocking Shooter Robots (02/2019 - 06/2019)

- Developed a Robotic Simulation that help a flock of robot to learn discovering and finding the optimal secured path to a destination by avoiding the threats and eliminating them.

Private Note (09/2018 - 01/2019)

- Developed an Android application that help user to save their notes in a encrypted and secure way on a cloud and retrieve in a simpler way while they can also download a password protected pdf of their note.

EselloApp (03/2017 - 07/2027)

- Developed a Web Application that manage the overall operation of a ware house from Inventory management to delivery.

Cheffu (05/2016 - 02/2020)

- Developed a web and mobile application that help cooking student to find a Cheff, whereas the Cheff can also get clients that pay to cook for them.

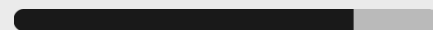
Snake and Cake (09/2016 - 11/2016)

- Developed a game using OpenGL and C++ which is a replica of classic game "Snake Xensia"

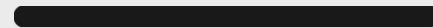


TOOLS

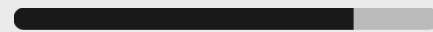
Visual Studio Code



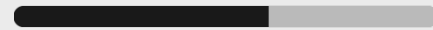
PyCharm



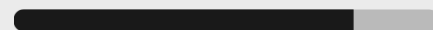
Adobe Photoshop



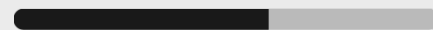
Maya



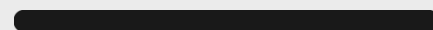
Microsoft Office



Android Studio



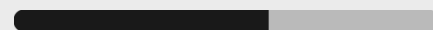
PHPStorm



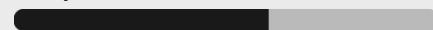
Xampp



Gazebo



Unity3d



SOFT SKILLS

Team Work

Communication

Research

Time Management

Report Writing

Problem Solving

Critical Thinking

Creativity

Adaptability

Self Learning



LANGUAGES

English

Full Professional Proficiency

Urdu

Native Speaker

Bahasa Indonesia

Beginner



INTERESTS

Gaming

Tech News

Robotics