



Muhammad Umar Anzar

Computer Scientist

I am a final-year computer science student with a strong background in logic building and programming languages. I have worked on data science projects and am familiar with the fundamental front-end and back-end development technologies. I am a collaborative team player with good communication skills and a strong work ethic, and am determined to make a difference in the field.

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SKILL HIGHLIGHTS

Programming Language

Python	Java	JavaScript
	C/C++	SQL

Machine Learning

Numpy	SnapML	Matplotlib
Scikit-learn	Pandas	Seaborn
		Scipy

Web Development

JavaScript	NodeJs	Html
ThreeJs	ExpressJs	Css

Database

MongoDb	PostgreSQL	SQL Server
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Parallel & Distributed Computing

Multi-Thread	MPI	CUDA-C
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EDUCATION

Bachelors in Computer Science

University of Karachi | UBIT
2019- Present
CGPA: 3.57

Intermediate (Pre-engineering)

DA SKBZ College | Karachi
2017-2019

Cambridge O level

The Oasys School | Karachi
2015-2017

ACHIEVEMENTS

Procom'23-Data Science Competition

Achieved 3rd position

Kaggle Challenge - Titanic

Achieved 78.7% accuracy

EXPERIENCE

Data Science Intern, the Sparks Foundation

April 2023 – May 2023

- Created ML models to analyze provided datasets, forecast hidden data, and evaluate model precision.
- Performed exploratory data analysis (EDA) procedures to learn new facts about the datasets.

AI Research Intern, National Center for Cyber Security (NCCS)

March 2022 – April 2022

- Researched state-of-the-art algorithms for insider threat detection and gained exposure to various machine learning techniques such as recommendation systems and BERT.
- My brief internship experience sparked my interest in the field of machine learning and provided valuable learning opportunities.

PROJECTS

Computer Vision and Object Detection API

- Collaborated with a team of three to develop a PYQT-based GUI hand gesture recognition application that interprets human hand gestures to form.
- Gained experience in using computer vision and object detection APIs, resulting in a functional and user-friendly application.

Object-Oriented Programming Application (Haazir)

- Developed a service-providing application prototype in Java Swing GUI utilizing SQLite as the database with a team of three.

Kaggle Challenge – Titanic: ML from Disaster

- Using manual & auto hyper parameter search and voting classifier for improved accuracy. Achieved 78.7% accuracy

3D Procedural City Generation of Karachi using THREE.js

- Collaborated with a team member to develop a Procedural City Generation which includes: Random Buildings Generation, Custom Camera with three Perspectives, Quaid-e-Azam and Rickshaw Models.

Finite State Machines Turn Based Game (Finite Ball)

- A two-player 2D soccer game (Pygame) similar to air hockey.
- Transition-based movement and actual In-elastic collision physics.

CERTIFICATIONS

IBM (Coursera)

- Machine Learning with Python
- Python for Data Science and AI

University of Michigan (Coursera)

- HTML | CSS | JS | Responsive Design

DataCamp

- Introduction to Statistics
- Introduction to Statistics in Python