

USAMA AYYUB

COMPUTER SCIENTIST



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Forman Christian College
(2021-Present)

PROFILE

Determined and hardworking computer science student with advanced Python skills and a passion for data science and AI. Cooperative and communicative team player with proven success in front-end web development. Pursuing a CS degree at the university level, I am committed to continuing my education and developing my skills further.

PROJECTS

Regression Analysis | Statistics

- Developed regression analysis project using RStudio to analyze dataset on bikes and related issues.
- Utilized linear regression model and statistical methods, including hypothesis testing and model selection.
- Incorporated findings to draw conclusions on bike-related emissions.

Image Recognition Project using TensorFlow | Python

- Trained and tested neural network models for image classification
- Created a user-friendly GUI for easy input and output of images
- Ensured accurate object classification using the developed models

Ludo Game Development | Python OOP

- Developed Ludo game project using Python OOP concepts
- Implemented file handling for game progress saving and loading
- Used Tkinter for GUI implementation providing a user-friendly experience

Search Engine Development | Data Structures

- Designed and developed a search engine using Python and various data structures like hash tables and linked lists.
- Evaluated and optimized the performance of the search engine using different searching algorithms.
- Utilized statistical analysis to assess and enhance the efficiency of the search engine.

Parking Management System | Software Engineering | MySQL Database

- Developed a parking lot management system using Python and Tkinter.
- Incorporated features such as number plate recognition, time-based billing, gates, and car counting systems for efficient parking availability and security.
- Created a MySQL database system to store and retrieve vehicle records for improved management.

2048 Game Development | C++

- Designed and implemented a console-based version of 2048 game using C++
- Implemented game rules and score-keeping to enhance user experience
- Created a user-friendly interface for intuitive game play

EXPERIENCE

- Managed a large-scale XR hackathon event, coordinating teams and ensuring timely execution of project deliverables.
- Organized and led programming competitions, increasing technical proficiency and awareness amongst participants.
- Spearheaded a female-centric tech awareness event, FemmeTech, promoting diversity and inclusion in the technology industry.
- Established and organized weekly gaming competitions, fostering a community of gamers and promoting healthy competition
- Participated in a large-scale 500+ countrywide university programming competition Softec' 23, at FAST NUCES Lahore. Through this, I honed my skills in problem-solving, critical thinking, and teamwork..

SKILLS

- PYTHON
- C++
- JAVASCRIPT/HTML/CSS
- DATA STRUCTURES
- MATLAB | RSTUDIO
- MYSQL/SQL
- MIPS
- JUPYTER NOTEBOOK
- GOOGLE WORKSPACE