

# ABDUL HAZIM

## PERSONAL INFORMATION

*Born in Ipoh, Malaysia* 21 April 1996

*email* [abdhazim4343@gmail.com](mailto:abdhazim4343@gmail.com)

*website* <http://abdulhazim.wordpress.com>

*phone* (M) +44 (0)786 402 6784

## GOAL

Gain fundamental experience and knowledge in the field of Artificial Intelligence and Data Science

## WORK EXPERIENCE

*2016* 2<sup>nd</sup> Year Project-CropBase Gap Filler

*Crops for the  
Future*

Developed abstract database gap filler framework and implemented some helper programs for the database of underutilised crops.

Reference: K R SELVARAJ · +6 (03) 8924 8139 · [kr.selvaraj@nottingham.edu.my](mailto:kr.selvaraj@nottingham.edu.my)

## EDUCATION

*2017-Present* University of Nottingham

*Bachelor of Science  
(cont)*

*Computer Science with Artificial Intelligence* · School: Computer Science  
Description: Transferred from the The University of Nottingham Malaysia Campus to complete my third and final year. My individual dissertation will be exploring functional approximators for objective functions in optimisation problems.

References: Assoc. Prof. Gail HOPKINS & Assist. Prof. Ender ÖZCAN

*2015-2017* The University of Nottingham Malaysia Campus

*Bachelor of Science*

Percentage: 75% · *Computer Science with Artificial Intelligence* · School: Computer Science

Description: The first two years focussed on the basics of computer science to allow us to find a specific field of interest.

References: Assist. Prof. K R SELVARAJ & Assoc. Prof. Tomas MAUL

## PERSONAL PROJECTS

*November  
2017-Present* Comparing techniques on MNIST

*MNIST  
Experimentation*

Description: Jumping into many techniques and algorithms to learn and understand them. The handwritten digit dataset is a good starting point to explore most techniques.

*Summer 2017* Android e-Schedule for Kuala Lumpur trains

*KTM Komuter  
Kuala Lumpur*

Description: A simple app to allow easy access to departure and arrival times of trains. It also gave an opportunity to use my Human Computer Interaction skills.

## COMPUTER SKILLS

<i>Basic</i>	PYTHON, HASKELL, L <sup>A</sup> T <sub>E</sub> X
<i>Intermediate</i>	MATLAB, C++, C, R, LAMP, Linux (Ubuntu/Debian)
<i>Advanced</i>	JAVA, Computer Hardware and Support, Microsoft Windows

## OTHER INFORMATION

<i>Awards</i>	2014 · MARA Scholarship 2013 · Industrial Arts Award 2013 · SPM Top Achiever Award
<i>Languages</i>	ENGLISH · Mothertongue MALAY · Advanced (speaking and writing)
<i>Interests</i>	Archery · Gaming (Strategy and Simulation) · Cooking and Baking · Visual Arts · Astronomy

December 26, 2017