ABDUL HAZIM

"Learn and Innovate for the betterment of the World"

PERSONAL INFORMATION

Ipoh, Malaysia

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WORK EXPERIENCE

2016 2nd Year Project-CropBase Gap Filler

Crops for the Future

Developed a conceptual database gap filler framework and implemented some helper programs for the database of underutilised crops.
Reference: K R Selvaraj · kr.selvaraj@nottingham.edu.my

EDUCATION

2018-Present Universiti Malaya

Master of Computer Science

Applied Computing (Aritificial Intelligence) · Faculty: Computer Science and Information Technology
Curriculum:

- Computer Vision and Image Processing
- Robotics and Intelligent agents

2017-2018 University of Nottingham

Bachelor of Science (cont)

Percentage: 70% · *Computer Science with Aritificial Intelligence* · School: Computer Science
References: Assoc. Prof. Gail Hopkins & Assist. Prof. Ender Özcan

Curriculum:

- Machine Learning
- Search and Optimisation
- Computer Vision
- Designing Intelligent agents
- Computer Security
- Professional Ethics in Computing

2015-2017 The University of Nottingham Malaysia Campus

Bachelor of Science

Percentage: 77% · *Computer Science with Artificial Intelligence* · School: Computer Science
References: Assist. Prof. K R Selvaraj & Assoc. Prof. Tomas Maul

Curriculum:

- C, Java and Haskell
- Operating Systems and Concurrency
- Software Engineering Methodologies
- Databases and Interfaces (MySQL, PHP, JavaScript, HTML, CSS)
- Artificial Intelligence (Search, Optimisation, Scheduling)
- Human Computer Interaction

PROJECTS

April 2018 — Comparisons of Stereo Correspondence Algorithms

Stereo Vision

Implement and visually inspect the disparity maps produced by different stereo correspondence algorithms. Algorithms include a global method called dynamic programming. Additionally, sparse local methods that use gradients, Speeded Up Robust Features (SURF) and simple block matching

March 2018 — Active vs Passive Coordination in Distributive Foraging Reflexive Multi-Agent System

Multi-Agent System

Active and Passive coordination methods are tested in a Multi-Agent System built from a previous project, Utility-Reflex Foraging Agent. Additionally, exploration techniques was also experimented to learn the most efficient method to spread out agents. These two elements will ensure competition among agents is minimised thus increasing the foraging efficiency.

February 2018 — Utility-Reflex Foraging Agent

Utility-Reflex Agent

A software agent implemented in Java for a simulated environment. It is essentially Singel Agent System, a Reflex Agent with Utility functions to better rationalise decisions. It takes cues from psychology such as short-term memory and long-term memory.

Summer 2017 — Android e-Schedule for Kuala Lumpur trains

KTM Komuter Kuala Lumpur

A simple app to allow easy access to departure and arrival times of trains. It also gave me an opportunity to use my Human Computer Interaction skills. It made use of Android's built-in SQLite database management system to offer fast offline access to the schedule.

SKILLS

Basic — PYTHON, HASKELL, LaTeX, Android

Intermediate — MATLAB, C++, C, R, LAMP, Linux (Ubuntu/Debian), Stereo Vision, Machine Learning

Advanced — JAVA, Computer Hardware and Support, Microsoft Windows

OTHER INFORMATION

2013 · Industrial Arts Award - Recognition by my secondary school for my efforts in representing the school in various innovation competitions

2013 · SPM Top Achiever Award - Sijil Pelajaran Malaysia is Malaysia's equivalent of the GCE O-Level standard

Languages — ENGLISH · Mothertongue

MALAY · Advanced (speaking and writing)

Interests — Archery, Badminton and Football · Gaming (Strategy and Simulation) · Cooking and Baking · Visual Arts · Astronomy

September 13, 2018