

ABDUL HAZIM

"Learn and Innovate for the betterment of the World"

PERSONAL INFORMATION

Batu Caves, Selangor

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WORK EXPERIENCE

Crops for the Future 2016 2nd Year Project-CropBase Gap Filler
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

Master of Computer Science 2018-Present Universiti Malaya
Applied Computing (Artificial Intelligence) · Faculty: Computer Science and Information Technology
Curriculum:
• Computer Vision and Image Processing
• Robotics and Intelligent agents

Bachelor of Science (cont) 2017-2018 University of Nottingham
Percentage: 70% · *Computer Science with Artificial 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

Bachelor of Science 2015-2017 The University of Nottingham Malaysia Campus
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

	<i>April 2018</i>	Comparisons of Stereo Correspondence Algorithms
<i>Stereo Vision</i>		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
	<i>March 2018</i>	Active vs Passive Coordination in Distributive Foraging Reflexive Multi-Agent System
<i>Multi-Agent System</i>		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.
	<i>February 2018</i>	Utility-Reflex Foraging Agent
<i>Utility-Reflex Agent</i>		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.
	<i>Summer 2017</i>	Android e-Schedule for Kuala Lumpur trains
<i>KTM Komuter Kuala Lumpur</i>		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

<i>Basic</i>	PYTHON, HASKELL, L ^A T _E X, Android
<i>Intermediate</i>	MATLAB, C++, C, R, LAMP, Linux (Ubuntu/Debian), Stereo Vision, Machine Learning
<i>Advanced</i>	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
<i>Languages</i>	ENGLISH · Mother tongue MALAY · Advanced (speaking and writing)
<i>Interests</i>	Archery, Badminton and Football · Gaming (Strategy and Simulation) · Cooking and Baking · Visual Arts · Astronomy

October 3, 2018