

# MUID BIN ASLAM

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## OBJECTIVE

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Third year Computer Science student who is motivated by a strong passion for problem solving, data analysis, and the limitless possibilities of the field. Working towards gaining proficiency in a diverse range of programming languages, frameworks, and stacks with a particular focus on Data Science and Artificial Intelligence.

## EDUCATION

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BSc. Computer Science 2020 - Present  
Bahria University, Islamabad, 3.22 CGPA

## EXPERIENCE

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Internee (Deep Learning), Bytewise Ltd. March 2023 - Present  
Freelance Professional Nov 2022 - Present  
Deputy Management and Deputy Outreach, Bahria Computing Society Nov 2021 - Jul 2022  
Deputy Management, GDSC BUIC Nov 2021 - Jul 2022

## SKILLS AND INTERESTS

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**Skills** C++, Python, R, UI/UX Design, Data Analysis, Data Visualization, AI, ML, Mobile App Development (Java), Web Development

**Platforms** VS Code, JB IntelliJ, Jupyter Notebooks, Figma, Android Studio, Wordpress

## PROJECTS

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### Analysis of Professional eSports Players' Equipment Usage Patterns, R

An in-depth report of the data usage patterns of professional eSports players was made and necessary conclusions were derived as to which settings are optimal to increase performance at the highest stage of competitive gaming through correlation.

### Monte Carlo Simulation of Stock Loss, R

A Monte Carlo simulation of stock loss probability was done using random seed generator and set of equations to predict the stock loss probability while also generating histograms representing the ratio between terminal and initial wealth with varying number of years.

### Typing Speed Checker, C++

Using multiple time libraries and data structures, a program was made that analysed average typing speed in 'wpm' and raw typing speed while also displaying the mistyped words.

### S.CRAP (FYP Website), WordPress

Designed and developed a responsive website using WordPress for my client's Final Year Project (FYP) presentation on a SCARA robot with 4 DoF. Utilizing HTML, CSS, and WordPress plugins, I created an engaging website that showcased the project through interactive multimedia content.

### Image Classification for Playing Cards, Python

Developed an image classification system for playing cards, utilizing PyTorch (with CUDA) and Tensorflow frameworks. Designed and implemented a deep learning Convolutional Neural Network (CNN) architecture, leveraging GPU acceleration for efficient training and inference. Achieved results through rigorous experimentation, demonstrating proficiency in deep learning, image classification, and expertise in PyTorch and Tensorflow.

## COURSES

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Completed Python for Everybody, by University of Michigan on Coursera  
What is Data Science?, by IBM on Coursera  
Foundations of UX Design, by Google on Coursera