

M. Bilal Hyder

Software Engineer/Developer

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Summary

Passionate developer, eager learner and out of the box thinker who is always willing to go the extra mile to get tasks done. Can easily work in group or under an authority with minimum supervision. I have deep rooted love for software development and I also dabble with image manipulation (photoshop)

Education

FAST-NU Computer Science In Progress, 3.1 CGPA	2016 - Present
Beacon House A Levels Physics, Chemistry and Maths Straight As	2014 - 2016
Wahaj Hussain Schooling System Science Subjects plus Additional Maths 3 A*, 3 A and 3 B	2013 - 2014
Karachi International School Science Subjects plus Additional Maths Position holder in every grade	2002 - 2013

Projects

Mobile Application | Flutter/Dart, Firebase

- Currently ongoing project of developing a mobile application on Flutter framework which uses Firebase authentication and database

Prediction Models | Python

- Developed numerous prediction models (both classifiers and regression models) using Python and scikit-learn library. Good grasp of pandas, numpy and matplotlib libraries

Hospital Management System | Web App

- Developed a web based system using HTML, CSS, Bootstrap, PHP and Oracle DB.

OpenGL Utility Games | C++

- Used OpenGL to develop intermediate level games such as candy crush and Pacman.

Data Structure Programs | C++

- Process Scheduling with Queue and Stack structures. ATCL Data Analysis with Splay-Trees. Dictionary with Trie Data Structure. Core Database filing with B+ and B Trees. Graph Trace routes through different algorithms.

Network Packet Forwarding Simulator | C++

- Packet forwarding simulator with dynamic forwarding based on traffic.

Cache Simulator | C++

- Cache simulator with capacity, block size and associativity as input, variable hit miss policies, hit and miss ratio as output.