

ABDUL HADI

COMPUTER SCIENCE UNDERGRAD

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EDUCATION & CERTIFICATION

Khwaja Moinuddin Chishti Language University

Lucknow, Uttar Pradesh

- Bachelors of Technology – Computer Science and Engineering
- CGPA – 9.0/10.0

July 2019 – June 2023

Coding in Colors

Canada

Full Stack Development Bootcamp

Sept 2023 – Present

WORK EXPERIENCE / INTERNSHIP

Software Engineer | Websultanate Software Technology – Lucknow, India May 2023 – Aug 2023

Unity Developer | Game Developer

Crafted **high-level architectural designs** for games and translated these concepts into reality using **Unity and C#**. The implementation of these ideas has significantly improved the **aesthetic** appeal and **graphics** of the games, contributing to the acquisition of new clients for the company.

Research Intern | Thompson River University – Kamloops, BC, CA May 2022 – October 2022

Mitacs Globalink Research Internship | Swarm Intelligence Algorithms

I conduct research to identify gaps in existing literature and refine flawed **Metaheuristic Algorithms**. This process involves restructuring the algorithms to enhance their performance metrics, ultimately leading to the development of a new Metaheuristic Algorithm. This novel algorithm is optimized for resource consumption and demonstrates a remarkable performance, outperforming **50** previously existing optimized algorithms by a **factor of five**.

PROJECTS

Quantum Blitz I (Unity Multiplayer) July 2023 – Present

<https://github.com/Abdul-KMC/Pneumonia-Detector>

Game HLD : <https://www.canva.com/design/DAFnFB15HbU/PYz4w9tX6aSgGS8oN5qJag/edit>

Used Unity 2022.3.21f to create a FPS game, AI (NavMesh) to generate AI enemies with the animation, health system using UI, Photon PUN to create multiplayer networking system.

Pneumonia Detector I (Machine Learning)

Mar 2022 – June 2022

<https://github.com/Abdul-KMC/Pneumonia-Detector>

Created deep learning model that can differentiate between Pneumonia infected and normal chest X-Ray, with accuracy of **89%**. Updated the model with **ResNets** to improve accuracy to **96%**.

COURSEWORK

Data Structures and Algorithm
Object Oriented Programming
Operating System
Database Management System
Computer Networks

TECHNICAL SKILL

Unity	MATLAB
C#	SQL
Core Java	JavaScript
HTML	ReactJs
CSS	NodeJs