

Wajeeh Ul Hasan

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<https://github.com/wajeehulhasan>

<https://wajeehulhasan.github.io/WajeehPortfolio.github.io/>

EDUCATION

- Bachelors of Computer Science** | FUUAST, Karachi 2020-2024
- Intermediate** | Jinnah Govt Science College, Karachi 2018-2019
- Matriculation** | Galaxy Public Secondary School 2016-2017

PROFESSIONAL EXPERIENCE

Software Engineer | Xloop Digital Services

Nov 2022 to Feb 2024

- Successfully designed and implemented an **ETL pipeline**, utilizing **architecture diagrams** to determine the optimal technology stack, including **MinIO** for cloud data extraction, **Rest Proxy** for IoT device ingestion, **Kafka** for seamless communication, **PySpark** for data transformation, and **MongoDB** for data storage.
- Created and **containerized microservices** using **Docker**, enabling portability and seamless deployment across systems
- Demonstrated strong command over **GitHub** by effectively managing the entire **project lifecycle**, from initiation to completion, ensuring version control, collaboration, and efficient project management
- Implemented real-time processing and significantly reduced sensor data delays by utilizing **AP Scheduler**.
- Achieved **machine learning** output for human occupancy in **under 10 seconds**, improving system responsiveness and enabling timely decision-making.

CERTIFICATIONS

- Data Engineering Bootcamp | **Emeritus**
- Python For Data Science and Machine Learning Bootcamp | **Udemy**
- Data Visualisation using Python and Seaborn Bootcamp | **devtown**
- Python Bootcamp | **devtown**
- PCAP: Programming Essentials in Python | **Cisco Networking Academy**
- Game Development | **Sir Syed University Of Engineering and Technology**
- Certificate in Information & Technology | **Liaquatabad Education System**

Recent Projects

Classification project

- Completed a classification project leveraging data science techniques to categorize and predict customer churn status (churned/not churned) based on demographic data, transaction history, and customer engagement metrics. Demonstrated proficiency in data preprocessing, feature engineering, model selection, and hyperparameter tuning. Achieved an accuracy of 87% on the test set, showcasing strong analytical and problem-solving skills. Documented the entire process for reproducibility and effective communication of results.

FPS Shooting Game

- Led the complete development cycle of an immersive FPS game, using Unity. Showcased expertise in game mechanics, AI programming, and collaborative leadership. Designed complex levels, implemented lifelike ballistics, and ensured intuitive controls for a captivating player journey. Collaborated effectively with a diverse team, resulting in a refined product recognized for its engaging gameplay and meticulous attention to detail.

Skills

- Programming Languages:** Python, C# **HTML, CSS**
- Game Development:** Unity **Database Technologies:** SQL, MongoDB
- Machine Learning:** scikit-learn **ETL**
- Data Analysis & Visualization:** Pandas, Numpy, Matplotlib, Seaborn, Power BI