

Karimdad Niaz Khaskheli

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Education

Habib University

Bachelors in Computer Science

December 2023

Experience

Python Developer Intern

December 2023 – Present

Odolution

Karachi, Pakistan

- Engineering bespoke solutions for international and local clients by developing custom modules tailored to their unique requirements.
- Spearheading the creation of full-fledged applications and modules from inception, showcasing proficiency in designing database models, frontend views (using HTML and CSS), and implementing intricate logic for seamless functionality.
- Playing a pivotal role in personalizing and updating existing modules and apps to align with customer preferences, demonstrating adaptability and responsiveness to client needs. .
- Significantly enhancing Python, HTML, and CSS skills through hands-on application in diverse projects, contributing to a dynamic and innovative work environment.

Game Programming Intern

June 2021 – September 2021

Mindstorm Studios

Lahore, Pakistan (Remote)

- Participated in a comprehensive internship at a game development studio, gaining expertise in Game Art, Game Programming, and Storytelling.
- Applied acquired skills in a practical setting by participating in a Rookie Game Jam, contributing as a Unity Game Programmer.
- Led the setup of essential game mechanics, including movement and collision detection, ensuring a solid foundation for the game development process.
- Collaborated closely with Game Artists and Game Designers in the assigned team to facilitate smooth progress in game development.

Projects

Dynamic Traffic Signal Optimisation (FYP)

August 2022 – May 2023

- Worked with Silicon Traffic (Silicon Communication & Security) to implement real-time traffic analysis for signal management.
- Used **OpenCV** and **Yolov5** for vehicle detection in Python.
- Implemented a hardware and software system utilizing CCTV cameras for live footage. The system processed the footage through our model to optimize green light time.
- Utilized **JIRA** and **GIT** for sprint and repository management.

TUPLE Compiler

October 2022 – December 2022

- Created a Lexical, Syntax, and Semantic Analyzer in Python for the TUPLE language.

Learning Management System

Jan. 2022 – June 2022

- Developed a system focused on efficient communication in a Scrum setup.

Technical Skills, Language Skills, and Interests

Programming Languages: Python, SQL Server, C++

Frameworks: Django, REACT

Tools: JIRA, GIT

Soft Skills: Interpersonal Skills, Team Player

Languages: English(Bilingual Proficiency), Urdu(Bilingual Proficiency), Sindhi(Native)

Interests: Formula 1, Football, Volleyball, Video Games, Anime