Khawaja Abaid Ullah

Creator Teras | Machine Learner | Fulbright Scholar

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Computer Science graduate specializing in machine learning through self-learning. I've created Teras, which is a Keras-based unified deep learning library for tabular data.

I also occasionally blog about Machine Learning on medium. Check them out!

SKILLS_____

	Programming: Data Wrangling: Visualization: Machine Learning:	Python, C, JavaScript, C++, C# Pandas, Numpy, Scipy, Statsmodels, NetworkX Matoplotlib, Seaborn JAX, Flax, Keras, Tensorflow, PyTorch, Scikit-Learn, XGBoost, CatBoost,
	LightGBM	
•	NLP:	AllenNLP, NLTK, Spacy, Hugging Face
•	Database:	SQL, MongoDB
•	Cloud:	AWS EC2
-	Web Scraping:	Requests, Beautiful Soup, Selenium, Scrapy
•	Others:	Django, PyQt5, Git, OpenCV, Photoshop, MS Office

EDUCATION_

University of Narowal	
Bachelor of Science in Computer Science (GPA: 3.69/4.0) (Topper)	2017-2021

CERTIFICATES ____

Harvard University's CS 50

CS50x 2022 Intro to Computer Science (Official Certificate Link)

EXPERIENCE

Open-Source Developer / Self Employed

- Teras: A Unified Deep Learning Library for Tabular Data (Github)
- Keras: Contributor to the development of Google's deep learning library
- **Prewordict:** An NLP based nerdy game. (<u>https://khawajaabaid.github.io/prewordict/</u>)
- machine-learning-in-c: Machine learning from absolute scratch in c. (Github)
- TweetsCloudBot: A twitter bot that generates word clouds of tweets. (Bot Twitter Link)

Junior Python Developer (Remote) / Comundo, Denmark

- Developed semi-supervised, robust web scrapers for data curation
- Aggregated the scraped data to estimate CO2 emissions of clients.

Freelance Software Developer

- Web Scraping
- Task Automation

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May 2022 – Present

Feb 2023 – May 2023

Oct 2021 – Sept 2023

PROJECTS

Teras – A Unified Deep Learning Library for Tabular Data / Open-Source Project

- Provides state-of-the-art deep learning architectures for tabular data proposed by researchers under a uniform API.
- Supports popular backends including JAX, PyTorch and TensorFlow.
- Implements classification, regression, data generation, imputation architectures and much more!

USED: Keras, JAX, PyTorch, TensorFlow, TensorFlow-Probability, Scikit-Learn Repo: <u>https://github.com/KhawajaAbaid/teras</u>

machine-learning-in-c – Machine Learning from Absolute Scratch in C (Under development)

- Implements all the backpropagation, linear algebra operations and everything else from scratch without using any third-party library.
- Currently provides implementations of modes like MLP and GAN, but new architectures are coming.

USED: C

Repo: <u>https://github.com/KhawajaAbaid/machine-learning-in-c</u>

Keras – Google's Deep Learning Library

- Implemented Beta and Binomial distribution functions in three different backends namely TensorFlow, JAX and PyTorch, and wrapped them to be used by a single interface.
- Fixed some bugs and improved some code

USED: Keras, JAX, PyTorch, TensorFlow

jax-machine-learning – Machine Learning from scratch in JAX (Under development)

- Aims to implement models from simple MLPs to state-of-the-art generative models
- Currently provides implementations of modes like MLP and GAN, but new architectures are coming.

USED: JAX

Repo: https://github.com/KhawajaAbaid/jax-machine-learning

Prewordict / A fun little nerdy game (Inspired by Wordle)

- Processed 180,000 medium articles and clustered the similar words
- Generated word clouds from these clusters. Given a word cloud, user has to predict one word that best belongs in the word cloud.

USED: Scikit-Learn (TFIDF, SVD, KMeans), WordCloud, Numpy, Pandas, Matplotlib, Kaggle **Play it here:** <u>https://khawajaabaid.github.io/prewordict/</u>

Crowd Detection and Behavior Analysis / Final Year Project, BS-CS

- Worked on Computer Vision to train Deep Learning models for Person Detection as well as Detection of Certain (similarly attired) Groups among crowd.
- Developed custom algorithms for Chaos Detection and Crowd Detection

USED: TensorFlow Object Detection API, OpenCV, Matplotlib, PyQt5, Google Colab

Gamer Assistant / Addresses the unaddressed needs of gamers / CS50X Project

- A website based on Django and consisting of three main components as highlighted below.
- **FPS Predictor:** Predicts the expected FPS for a user specified PC for a specified game
 - \circ $\;$ Scraped and curated FPS and games data from sites like Steam & Techpowerup.
 - Used XGBoost to build the FPS Predictor

- Games Recommender: Recommends games based on user's specified PC
- PC Recommender: Recommends PC components based on user's favorite games
- USED: Django, XGBoost, Pandas, Scikit-Learn, Beautiful Soup, Requests

– HONORS, AWARDS ______

• Fulbright Scholar MS in Artificial Intelligence / Rochester Institute of Technology (I'm supposed to attend RIT in Fall 2024, but due to VISA delay, my scholarship may be revoked)	Sep 2023				
 Topper Computer Science Class of 2021 / University of Narowal 	July 2021				
Kaggle Expert / Kaggle	Feb 2023				
TWITTER ACHIEVEMENTS					
 "You can" reply by Yann LeCun (<u>tweet link</u>) 	Nov 2023				
Replied by Yann LeCun	June 2023				

ACTIVITIES_____

I'm always in the pursuit of learning. I occasionally participate in Kaggle Competitions and blog about Machine Learning on medium. I love books, coding, gaming, F1 and jogging.