Muhammad Javed Ramzan

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● ABOUT ME

Passionate Game Designer and Programmer with expertise in Extended Reality and a deep-rooted interest in the intersection of Artificial Intelligence and Game Design. Proven ability in comprehensive research, reinforced by experience in academia and teaching roles. Skilled at employing innovative design methodologies to create immersive gaming experiences. Continually seeks opportunities to integrate and explore advanced AI techniques in game design to enhance interactivity and user engagement.

● WORK EXPERIENCE

SEP 2023 – CURRENT Istanbul, Türkiye
LECTURER DIGITAL GAME DESIGN, ISTINYE UNIVERSITY ISTANBUL, TURKEY

Subjects:
- Basic Programming (PyGame Python)
- Basic Programming 2 (PyGame Python)
- Game Programming (Unity C#)

12 JUN 2022 – CURRENT Istanbul, Türkiye
EXTENDED REALITY RESEARCHER (PART TIME) TUBITAK PROJECT: AUGMENTED REALITY SIMULATION AND WIND FLOW

- Leveraged my expertise in AR/VR tech, specifically Oculus Rift S, to model wind flow dynamics. Conducting in-depth analysis on XR data, developed immersive simulations.
- Collaborating on cross-functional teams to transform research findings into actionable XR applications.

3 MAR 2021 – 30 JUN 2023 Layyah, Pakistan
LECTURER, DEPARTMENT OF COMPUTER SCIENCE GOVERNMENT COLLEGE UNIVERSITY FAISALABAD, LAYYAH CAMPUS

- Instructed university-level courses in Programming Fundamentals, Object-Oriented Programming, Artificial Intelligence, and Game Design, fostering a dynamic and inclusive learning environment.
- Developed comprehensive curriculum and hands-on projects to enhance students' technical skills and problem-solving abilities.

● EDUCATION AND TRAINING

SEP 2018 – FEB 2021 Islamabad, Pakistan
MASTER OF SCIENCE (COMPUTER SCIENCE) COMSATS UNIVERSITY ISLAMABAD, ISLAMABAD CAMPUS, PAKISTAN

Main subject:
Machine Learning, Advanced Topics in Artificial Intelligence, Advanced Algorithms Analysis, Theory of Computation, Advanced Topics in Algorithmic Game Theory, Dealing with Big Data

Address 45550, Islamabad, Pakistan

BACHELOR OF SCIENCE (SOFTWARE ENGINEERING) COMSATS UNIVERSITY ISLAMABAD, WAH CAMPUS, PAKISTAN

Main subjects:
Human-Computer Interaction, Artificial Intelligence, Data Mining, Introduction to Programming, Object-oriented Programming, Algorithms and Data Structure, Database Systems, Software Engineering, Software Construction, Software Design and Architecture, Data warehousing

Address 47040, Wah, Pakistan

PUBLICATIONS

Articles

I have publications in SCI-indexed Q1 and Q2 magazines and journals in the fields of Data Science and Artificial Intelligence. Additionally, I have conference papers in the field of Extended Reality. I have also served as a TPC member/Reviewer for IEEE conferences and Springer Nature's journals. For details of my publications, please visit my ResearchGate profile or my webpage.

DIGITAL SKILLS

Game Technologies: Unity engine, Unreal Engine │ Extended Reality (Libraries): ARKit, ARCore, Vuforia, ARFoundation, WebXR, Microsoft MR Toolkit │ Extended Reality (Devices) : Oculus Rift S, HTC Vive │ 3D Modelling: Blender 3D │ Prompt Engineering: ChatGPT 3.5, Google Bard, Mid Journey │ Artificial Intelligence: Jupyter Notebook (Keras, Scikit-Learn)

CERTIFICATIONS

2016 – 2021
Online Courses and Workshops

1. Certified Peer Reviewer Course By Researcher Academy, Elsevier in 2021.
2. UI/UX by Great Learning Academy, India in 2022. [Online]
3. Design Thinking by Great Learning Academy, India in 2022. [Online]
4. Programming for Everybody (Getting Started with Python), by University of Michigan, U.S.A on Coursera, Certificate earned at Friday, May 8, 2020.
5. Introduction to Data Studio by Google Analytics Academy, 2020.
6. Introduction to Data Science by Udemy, August, 3, 2019.
7. One-day Workshop of Android Application Development by HEC Pakistan, 2017.

HONOURS AND AWARDS

Achievements

- **2250-Graduate Scholarships Performance Program 2024**, The Scientific and Technological Research Council of Turkey - January, 2024
- **2250-Graduate Scholarships Performance Program 2023**, The Scientific and Technological Research Council of Turkey - Aug, 2023
- **Selected as a VR Extended Reality Researcher on TUBITAK Funded Research Project**, Development of Augmented Reality Simulation and Wind (Flow) Interaction Platform by TUBITAK Turkey, Project Number: 121E732 - Jan, 2023
- **Secured Article APC grant from MiRRORS,** The Netherlands (Grant No. 16270, 2020), for pioneering the project Facilitating Transmuters' Acquisition of Data Scientist Knowledge based on Educational Backgrounds - 2020
- **Scholarship** for the master's degree by Punjab Benevolent Fund, Pakistan (M.S.) - Sept, 2019

COMMUNICATION AND INTERPERSONAL SKILLS

Transferable skills

Teamwork & leadership skills, Management skills, Time management, Handling pressure, Maximizing productivity, Scientific integrity

Scientific communication

Scientific writing, oral presentation skills, poster communication, creative tools in scientific writing.

Collaborative skills

Collaboration for research, Ideas sharing, Result sharing

HOBBIES AND INTERESTS

Hiking, Mentoring, Solving puzzles, Reading (Tech news, Blogs)/Writing, Cricket and Traveling

LANGUAGE SKILLS

Mother tongue(s):   **PANJABI; PUNJABI**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	B2	B2	B2	B2
URDU	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

RECOMMENDATIONS

Reference available upon request