

Saad Ismail

+92 305 6781212 | saad.nismail@gmail.com
<http://saadnismail.weebly.com>

EDUCATION

RUTGERS UNIVERSITY
MS IN COMPUTER SCIENCE

**LAHORE UNIVERSITY OF
MANAGEMENT SCIENCES**
BS IN COMPUTER SCIENCE
Major GPA: 3.77 / 4.0
June 2016

COURSEWORK

RUTGERS

- Data Interaction & Visual Analytics
- Natural Language Processing
- Brain-Inspired Computing
- Operating Systems Design
- Introduction to AI

MIT PROFESSIONAL EDUCATION

- Tackling the Challenges of Big Data

LUMS

- Computer Graphics
- Topics in Internet Research
- Topics in Network Security (TA)
- Network Security (TA)
- Advanced Programming
- Network-Centric Computing
- Applied Probability
- Computer Networks (TA)

TA = Teaching Assistant

SKILLS

LANGUAGES:

Java • C/C++ • Python • Ruby

TECHNOLOGIES:

Android Studio • Ruby on Rails •
Django • Oracle SQL

PLATFORMS:

Windows • Linux

RESEARCH

SYSTEMS AND SECURITY | RESEARCH ASSISTANT

Aug 2013 – Nov 2015 | Dr. M. Fareed Zaffar

We extracted relevant features from forum posts to predict the eventual length of our threads. I developed the codebase for the project and improved the accuracy of our work by 10% from previously published work.

NETWORK AND SYSTEMS GROUP | RESEARCH ASSISTANT

Sep 2013 – March 2015 | Dr. Ihsan A. Qazi and Dr. Zartash A. Uzmi

We aimed to propose a scheme to provide resilient service to tenants in cloud Data Centers while not compromising on efficiency. I designed the architecture and developed the codebase for the project.

PUBLICATIONS

A CLASSIFICATION BASED FRAMEWORK TO PREDICT VIRAL THREADS

Hashim Sharif, Saad Naveed Ismail, Shehroze Farooqi, Muhammad Taha Khan, Muhammad Ali Gulzar, Muhammad Fareed Zaffar, and Ahmed Abbasi
PACIS 2015, Singapore, July 2015

MINIMIZING FLOW COMPLETION TIMES IN DATA CENTERS

Ali Munir, Ihsan Ayyub Qazi, Zartash Afzal Uzmi, Aisha Mushtaq, Saad Naveed Ismail, M. Safdar Iqbal, and Basma Khan
IEEE INFOCOM 2013, Turin, Italy, April 2013 (acceptance rate = 17%)

PROJECTS

DREAM TEAM: FIFA 18 | DATA INTERACTION & VISUAL ANALYTICS

Developed a web app that would "build" the best possible football team under varying constraints such as formation, nationality and budget.

IMAGE CLASSIFICATION | INTRO. TO ARTIFICIAL INTELLIGENCE

Made an image classifier that differentiates and identifies images of various numbers.

REAL TIME STRATEGY GAME | COMPUTER GRAPHICS

Developed a real time strategy game in Unity, based off the popular game Red Alert 2.

TOR-ENABLED CHAT CLIENT | ADVANCED PROGRAMMING

Implemented a chat client that communicated over a custom-made TOR network.

EXTRA-CURRICULAR RESPONSIBILITIES

2013-2014	Treasurer	ACM LUMS Chapter
Sept. 2013	Judge in Coding Competition	Pakathon
2012-2013	Event Head	Math Gauge, Psi-Fi 2013