Abdul Rahim

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EDUCATION Panjab University, Chandigarh College of Engineering and Technology

2020-2024

Bachelor of Engineering (B.E.) in Computer Science and Engineering (CSE)

Data Structures, Analysis and Design of Algorithms, Microprocessors, Operating Systems, Theory of Computation, Neural Networks, Advanced Database Systems, Computer Networks and Security (see details)

PUBLICATIONS

Integrating Machine Learning into Cardiovascular Disease Risk Prediction: A Comprehensive Analysis of Cholesterol, Heart Rate, and Gender Impact on Disease Prevalence

Presented at 4th International Conference on Computing and Communication Networks (ICCCNet UK, 2024) The paper will be published in the Springer LNNS 2025

EXPERIENCE & INTERNSHIPS

Linux Kernel Mentorship Program (Supervised by: *Shuah Khan*) (*contributions*) Sept 2024-Nov 2024

- I was selected as one of the 47 developers globally to contribute to the Linux Kernel
- Mitigated linear overflow vulnerabilities in the Linux Kernel, enhancing overall system security
- Fixed a bug in kselftest, improving the debugging experience

Software Developer Intern, Gemini Solutions Pvt. Ltd.

Jan 2024-May 2024

- · Designed and developed an Automated Report Generation system, reducing the time required to create client reports by 90%
- Collaborated with cross-functional teams to debug client code, ensuring high-quality deliverables
- Proposed novel solutions in the testing framework to meet client requirement

TRAINING

Data Science, National Institute of Technical Teachers Training and Research June 2023-July 2023

· Learned data preprocessing, model training, and evaluation techniques. Implemented linear, polynomial, decision tree, and random forest regression algorithms

SKILLS

C, Python, Bash/Batch Scripting, C++, HTML, CSS, JavaScript, L*TEX, C#, Asm, Ocaml, Languages

Rust, SOL, MATLAB

Cloud AWS (EC2, S3, etc.), Docker, Terraform

Kernel module programming, custom Kernel compilation, systemd, cron jobs Linux

Technologies Git, gdb, GNU Make, Terminal editors (Vim/Emacs), Game Development (Unity Engine),

ML-Agents (Unity), REST APIs, distributed ledgers, MongoDB

N. Languages English, Hindi, Urdu, Punjabi, German

PROJECTS

Game playing agent

• Developed a space shooter game from scratch using the Unity engine. Created a Reinforcement Learning (RL) agent for the game, trained using "Proximal Policy Optimization" (Github)

Web3 Decentralised Application (Dapp)

• Developed a Dapp for secure content sharing on the internet. Implemented ownership via the ERC1155 token standard on the Ethereum blockchain (Github)

Web interface for git repositories

· An open source, light, and fast web-based git repository viewer based on stagit. Redesigned the UI, implemented syntax highlighting and language auto-detection (Link)

VOLUNTEERING EXPERIENCE

United Nations Volunteers Program

July-August 2024

· Collaborated with the African Association of Entrepreneurs to successfully launch a social media campaign. Registered new members and initiated a fundraiser to support the association

Community-run effort

June 2024–present

• Participated in a community-run initiative providing free meals to patients and their families outside PGI Hospital, assisted in distribution and resource management to ensure efficient operations