

Sajjad Ahmed

Cell/WhatsApp: +92-312-3315469 | Email: libra.sajjad@gmail.com

LinkedIn: [linkedin.com/in/sajjadahmedlohar/](https://www.linkedin.com/in/sajjadahmedlohar/)

Address: Flat No. F-13, Awal Square Block-II, Wadhu Wah Road, Qasimabad Hyderabad, Pakistan, 71000

PROFESSIONAL SUMMARY

Motivated IT professional and creative designer with a Master's in Computer Science from SZABIST University. Experienced in digital transformation, machine learning, human-computer interaction, and visual storytelling. My interdisciplinary expertise bridges technology, design, and education, enabling me to develop AI-driven and user-centric solutions for learning, accessibility, and communication.

EDUCATION

• **Master of Science (MS) in Computer Science** – SZABIST University, Hyderabad, Pakistan (2021 – 2023)
CGPA: 3.41 / 4.0

Research: A Game-Based Learning Approach in Programming Languages to Enhance Students' Competency
Coursework: Advanced Algorithms Analysis | Theory of Computation | Research Methodology | Deep Learning | Real-Time Systems | Distributed Computing | Machine Learning | Digital Image Processing.

• **Bachelor of Science (BS) in Computer Science** – SZABIST University, Hyderabad, Pakistan (2016 – 2020)
CGPA: 3.0 / 4.0

Final Year Project: Smart Dressing Table Mirror: Raspberry Pi-based interactive mirror for accessibility and elderly assistance.

Coursework: Fundamentals of Programming | Object Oriented Programming | Data Structures and Algorithms | Database Systems | Human Computer Interaction | Design and Analysis of Algorithms | Data Sciences

RESEARCH INTERESTS

Applied Artificial Intelligence | Machine Learning | Large Language Models (LLMs) | Human-Computer Interaction (HCI) | AI for Learning and Accessibility | Human-AI Collaboration | Digital Transformation

PROFESSIONAL EXPERIENCE

Assistant Director (IT) Information Technology – Full-Time April 2022 - Present
University of Art and Culture Jamshoro • Jamshoro, Pakistan

- Lead digital transformation and IT infrastructure management across academic and administrative units.
- Develop and implement IT policies, LMS integration, and web-based learning platforms.
- Manage system administration, hardware/software deployment, and IT procurement.
- Supervise the university's web portals, servers, and digital communication systems.
- Collaborate with faculty on AI-enabled educational systems and performance analytics.
- Conduct IT training sessions and ensure business continuity and cybersecurity readiness.

Visual Designer – Part-Time Nov 2022 - Present
MONARCH Institute of International Studies • Hyderabad, Pakistan

- Design and maintain visual branding materials across social and digital platforms.
- Produce infographics, videos, and animations for academic marketing and engagement.
- Ensure brand consistency through storytelling and digital media strategies.

User Experience Designer – Part-Time (Project-Based) Apr 2022 - Nov 2022
Verge Systems Pvt. Ltd. • Hyderabad, Pakistan

- Designed user interfaces in Figma using atomic design methodology.
- Collaborated with developers and clients to meet KPIs through improved user flows.
- Delivered data-driven UI prototypes focused on usability, accessibility, and engagement.

Graphic Designer Marketing Assistant Sep 2021 - Apr 2022
SZABIST University • Hyderabad

- Created visual assets for university marketing campaigns and academic promotions.
- Produced computer-generated artwork and collateral under the marketing team.
- Supported print, social, and digital marketing strategies to enhance university visibility.

Web & Content Designer (Pakistan office Manager) - Remote

Jun 2020 - Jul 2021

NME Construction Management Inc • Dallas, United States

NME is the American Company Here I'm responsible:

- Managed digital content and online presence for the company's Pakistan office.
- Created custom web graphics, banners, and animations to improve engagement.
- Performed UX audits and optimized site performance for SEO and usability.
- Coordinated remotely with international teams on digital media strategies.

TECHNICAL SKILLS

- **Programming:** Python, C++, SQL
- **AI/ML Tools:** TensorFlow, Scikit-learn, OpenAI APIs
- **Design Tools:** Figma, Adobe XD, Illustrator, Photoshop, Canva, CorelDRAW
- **Video Editing:** Premiere Pro, Camtasia, Final Cut Pro, Wondershare
- **Web Technologies:** HTML5, CSS3, WordPress
- **Data Tools:** Pandas, NumPy, Power BI
- **Office & Collaboration:** MS Office, Google Suite, Trello, Slack, Office 365
- **Academic Tools:** LaTeX (Overleaf), aSc Timetables

RESEARCH WORK

Smart Dressing Table Mirror

- **Project Overview:** Designed and developed an innovative interactive smart mirror leveraging Raspberry Pi, integrating web technologies, UI design, and sensor-based functionalities.
- **Key Features:** Displays real-time information, including weather updates, time, and reminders, while supporting voice commands for alarms, notes, and app control.
- **Objective:** Enhance daily convenience, with a special focus on improving the lives of elderly and disabled users. The project holds potential for future integration with home automation systems.

Image Caption Generator

- **Objective:** Built a deep learning model to generate accurate captions for images by analyzing their context.
- **Technology Stack:** Implemented Convolutional Neural Networks (CNN) for extracting image features and Long Short Term Memory (LSTM) networks for generating descriptive captions.
- **Dataset:** Utilized the Flickr8k dataset comprising 8,091 images with captions.
- **Impact:** Combines advanced AI techniques to bridge the gap between computer vision and natural language processing, enhancing accessibility and multimedia interaction.

Game-Based Learning Approach for Programming Education

- **Objective:** Developed a game-based learning solution to improve student engagement and competency in programming languages.
- **Key Focus:** Designed flexible game mechanics to teach programming fundamentals, encouraging trial-and-error learning and supporting multiple programming languages.
- **Benefits:** Enhanced student motivation and understanding by incorporating interactive and gamified educational experiences, providing an innovative approach to programming education.

VOLUNTEER WORK

Vice President – ACM SZABIST Student Chapter | 2019 – 2020

- Organized hackathons, seminars, and training workshops promoting computing education.

Organizer – Hyderabad Literary Festival | 2018 – 2019

- Coordinated authors, artists, and technical setups for large-scale cultural events.

Teacher – Dar-ul-Alfat (Orphanage Home) | 2016 – 2018

- Provided basic education, mentoring, and extracurricular engagement to orphaned children.

RECOMMENDATIONS

Available upon request