# DARWON RASHID

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## EDUCATION

**Edinburgh Napier University, UK**                    *September 2016 - May 2020*
BSc Computer Science

**University of Edinburgh, UK**                    *September 2020 - June 2024*
PhD Precision Medicine

Key Skills

- Proficient in Java, C/C++/C#, Python, R, Go, Kotlin, Haskell and Object-Oriented Methodologies.

- Working familiarity with Web Technologies (CSS, HTML, JavaScript, Node.JS, Flask, MongoDB, etc.)

- Working knowledge of Machine learning and Deep learning methodologies and frameworks (such as Tensor Flow, Scikit-learn, Keras, PyTorch etc.)

- Working knowledge of Data Analytics and Data Mining.

- Working knowledge with Semantic Web Technologies (Linked Data, ontologies, knowledge graph, etc.)

- Working knowledge of computer vision and natural language processing

## WORK EXPERIENCE AND VOLUNTEERING

**Machine Learning Developer**                    May 2019 - Present
*Wallscope*

· Some of my responsibilities include software engineering, research and development, and Machine learning development. The company specializes in using semantic web technologies with machine learning to create the state-of-the-art products for different domains.

**Machine Learning Internship (Research Collaborator)**                    Nov 2018 - July 2019
*Edinburgh Napier University*

· Worked with two lecturers on a research project. The aim of this study was to develop a machine learning based solar power forecast model which could improve PV forecasting accuracy for massive solar farms across the U.K.
· The research was a success and currently working on getting the paper published

**2D Procedural Game Worlds with Machine Learning**                    Dec 2018 - Apr 2019
*Walt Disney Research*

· Part of a group (5 students) that was to explore the generation of 2D video game worlds using machine learning methods. We are to create a 2D driving simulator in Unity that incorporates procedural generation. My role was to integrate the use of Neural Style transfer into the procedural world generation so that the user can dynamically change the visual style of the game world and create complex 2D backgrounds.

**Fuel-Efficient Driving Gaming Application for Energy Saving Trust (Android Development)** 
Jan 2018 - May 2018
*Energy Saving Trust*

· Was Part of a team that consisted of both students and staff to develop an Android gaming application for Energy Saving Trust that is backed up by the school of computing at Edinburgh Napier University. Worked in a team that was responsible for incorporating Energy Saving Trust's top ten fuel saving tips into a gaming application that is focused around saving fuel.
· Some responsibilities included developing software, testing software, designing software, etc. We worked using Agile methodologies. We used the LibGDX framework to develop the game in.

## VOLUNTEERING

### TEDxENU

Core Member at TEDx@EdinburghNapierUniversity 2017 (Responsible for venue management).

Computer Science Representative at Applicant's day and Open day.

Demonstrator for first and second year modules

## PERSONAL SKILLS

### Communication

Multilingual in – English (fluent), Swedish (intermediate), Arabic (intermediate), and Kurdish (fluent).

My role as Core member of TEDx@EdinburghNapierUniversity helped me develop my communication and interpersonal skills.

### Teamwork

As part of a volunteering experience as Venue Manager for TEDx@EdinburghNapierUniversity, I was responsible for the setting up of the venue in which the event would take place in. I had to work with various groups of people and had volunteers working under me to help set it all up.