

SUMAIR IJAZ HASHMI

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EDUCATION

Saarland University <i>PhD Computer Science</i> <ul style="list-style-type: none">Mentor: Dr. Katharina Krombholz	Saarbrücken, Germany Oct. 2024 – Present
Lahore University of Management Sciences <i>BS Computer Science - CGPA: 3.86 / 4.00 (High Distinction)</i>	Lahore, Pakistan Aug. 2020 – May 2024

PUBLICATIONS

Training Users to Recognize Persuasion Techniques in Vishing Calls - Sumair Ijaz Hashmi*, Niklas George*, Eimaan Saqib, Fatima Ali, Nawaal Siddique, Shafay Kashif, Shahzaib Ali, Nida ul Habib Bajwa, Mobin Javed.
Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems, 2023.
DOI: <https://doi.org/10.1145/3544549.3585823>
*shared first authorship

PROFESSIONAL EXPERIENCE

Lahore University of Management Sciences <i>Research Assistant</i>	Lahore, Pakistan Sep. 2023 – Sep. 2024
CISPA Helmholtz Center for Information Security <i>Research Assistant</i>	Saarbrücken, Germany June 2023 - Aug. 2023
Lahore University of Management Sciences <i>Research Assistant</i>	Lahore, Pakistan Sep. 2022 - May 2023
Mindstorm Studios <i>Game Developer Intern</i>	Lahore, Pakistan July 2022 – Sep. 2022

DEVELOPMENT PROJECTS

MindCap <i>JavaScript, MongoDB, Express, React, Node</i> <ul style="list-style-type: none">Developed a user-friendly telehealth web application that connects patients with therapists.Engaged in discussion with CAPS (Counseling and Psychological Services) at LUMS to integrate the web application into their system, enabling its use for the 6,000+ student body.	View Source Code
Urdu to Roman Urdu Transliterator <i>Python, TensorFlow, Scikit-learn</i> <ul style="list-style-type: none">Developed a machine transliterator by implementing, training, and evaluating recurrent neural network models (bidirectional encoder-decoder models with attention).Contributed significantly to the technological development of the understudied Urdu and Roman Urdu language scripts.	View Project
Qurbaani Escape <i>C#, Unity, Blender</i> <ul style="list-style-type: none">Developed a 3D Hyper-Casual Level-Based Runner Game themed around Eid ul Adha, where the player controls a goat dodging a pursuing butcher.Won the Best Character Design Award at the game jam RGJ '22, competing against 125+ teams and 450+ participants from Pakistan.	View Source Code

HONORS AND AWARDS

CSAW MENA Finalist: Finalist in NYU's CSAW MENA '23 Applied Research Competition for my work on vishing calls. One of the five shortlisted candidates from across the MENA region.

LUMS Dean's Honor List: Placed on the Dean's Honor List throughout my academic degree.

LUMS Merit Scholarship: Among the top 15 students in the School of Science and Engineering to receive a 50% merit scholarship during the academic years of 2021 - 2022.

LUMS Students as Co-Researchers Grant: Won a 47,000 PKR (\approx 150 USD) research grant from the LUMS Office of Research for student-led research in cybersecurity.

Mindstorm Best Character Design: Won at Mindstorm Studio's Rookie Game Jam '22, competing against 125+ teams and 450+ participants from Pakistan.

SKILLS

Industry Knowledge: HCI (UI/UX) and Security Research, Project Management, Machine Learning / AI, Full-stack Web Development, Game Development

Tools / Languages / Frameworks: Python, TypeScript, JavaScript, GO, C#, C / C++, Haskell, React, Vue, Express, Node, MongoDB, SQL, TensorFlow, Gensim, Scikit-learn, GitHub, Unity, Linux, Figma, HTML, CSS

Research Skills: Semi-structured interviews, Survey Design and Implementation, A/B testing, Qualitative Coding, Statistical Analysis, MaxQDA, Latex, Qualtrics