HAIDER QASIM MUTASHAR

Computer Engineer | Machine Learning & IoT Systems | Mobile & Software Development

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PROFESSIONAL SUMMARY

Results-driven Computer Engineer with a B.Sc. and M.Sc. in Computer Engineering, specializing in IoT systems, cloud computing, machine learning, and mobile/software development. Author of three peer-reviewed publications on smart emergency department systems using Azure, digital twins, and transformer-based classifiers. Proven ability to independently build end-to-end solutions — from embedded hardware to cloud backends and cross-platform mobile apps — with hands-on experience across multiple programming languages and platforms.

EDUCATION

M.Sc. in Computer Engineering **2023 – 2026**

University of Mustansiriyah, College of Engineering — Baghdad, Iraq

Thesis: IoT-enabled digital twin system for smart hospital emergency departments using Azure cloud, AutoML, and transformer-based triage classifiers.

B.Sc. in Computer Engineering **2016 – 2020**

University of Mustansiriyah, College of Engineering — Baghdad, Iraq

PROJECTS

Smart Emergency Department System (M.Sc. Thesis) **2023 – 2026**

- Designed and implemented a full-stack IoT system that guides patients to the optimal hospital based on real-time data.
- Built an automated triage classification engine using transformer-based ML models and Azure AutoML.
- Deployed the system on Microsoft Azure cloud for scalable backend computation and data transmission.
- Research resulted in three published papers in international journals and conferences.

CNC Machine Management Software **Personal Project**

- Developed a full desktop application for managing CNC machines using C#, WPF, and SQLite.
- Designed the database schema, UI, and business logic as a complete solo project.

Cross-Platform Mobile Applications (Flutter) **Personal Projects**

- Built multiple Flutter/Dart mobile apps including a cosmetics app, a diet and nutrition tracker, and casual games.
- Managed full development lifecycle from UI design to state management and deployment.

Android Game (Godot Engine) **Personal Project**

- Developed a complete Android game using the Godot game engine, covering game logic, assets, and publishing.

TECHNICAL SKILLS

Programming Languages

Python	Visual Basic
C# (.NET / WPF)	GDScript (Godot Engine)
Dart / Flutter	SQL (SQLite)
C++ (Arduino, ESP32)	JavaScript (basic)

Platforms & Tools

- Microsoft Azure (Cloud, AutoML)
- IoT (ESP32, Arduino)
- Flutter / Mobile Dev
- Godot Game Engine
- SQLite / Databases
- Digital Twin Architecture
- Machine Learning / AI
- Transformer Models

Core Competencies

- System Design & Analysis
- Data Structures & Algorithms
- Technical Problem-Solving
- Analytical & Critical Thinking
- Rapid Language Acquisition
- Research & Academic Writing

RESEARCH PUBLICATIONS

Cloud-based Digital Twin Framework and IoT for Smart Emergency Departments in Hospitals
Engineering, Technology and Applied Science Research (ETASR) — March 2025

Automated Triage Outcome Prediction in a Smart Emergency Department via Azure AutoML Cloud Platform
3rd International Conference of Engineering Sciences (Presented & Published) — May 2025

An IoT-Enabled Digital Twin Architecture with Feature-Optimized Transformer-Based Triage Classifier on a Cloud Platform
MDPI IoT Journal — November 2025

COURSES & TRAINING

Microsoft Access Course — Ministry of Youth and Sport — 2018
Network Fundamentals Online Course — Earthlink — 2022

LANGUAGES

- Arabic — Native
- English — Professional Working Proficiency