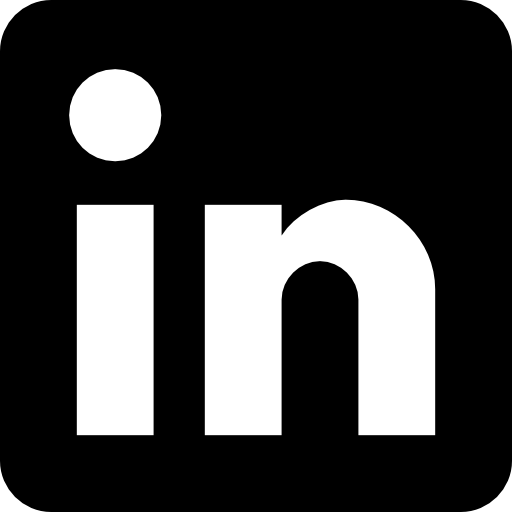
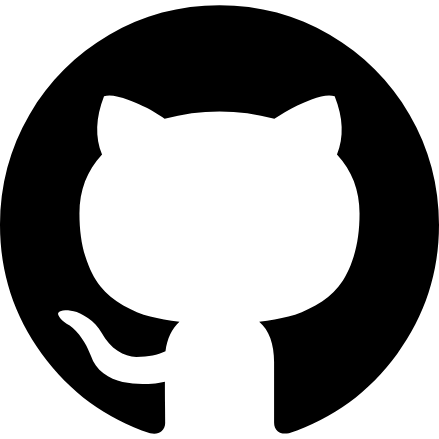
**MUHAMMED MUBEES A K**

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[@Webmubees](https://github.com/Webmubees) [Muhammed Mubees A K](https://www.linkedin.com/in/muhammed-mubees-a-k-737284214/)

**SUMMARY**

Software engineering student passionate about creating inclusive and accessible technology solutions. Proficient in Python, PyQt5, and MongoDB, with hands-on experience in developing user-friendly interfaces and audio feedback systems for diverse users, including visually impaired students. Seeking to apply technical skills and accessibility expertise to innovative projects within forward-thinking organizations.

**SKILLS**

## **Python**

* **Github,Git**
* **Javascript**
* **Data Structure**
* **Nosql**

**SOFT SKILLS**

* **Adaptability**
* **Time Management**
* **Team Collaboration**
* **Problem Solving**

**EDUCATION**

* **Btech Computer Science and Engineering**

– Government Engineering College Palakkad  *2026*

* **XII (DHSE**) | ASMHSS Vellienchery *98.4%*| *2021*

**EXPERIENCE**

## **Software Engineering Intern | Zendelona** *(04/03/2025) - Present* Developing mobile applications for visually impaired users using Accessible Coconut, a Linux-based operating system optimized for accessibility. Currently developing version 2 of a Math-game application for visually impaired students, ensuring compatibility with Linux and Windows environments; integrating screen readers, text-to-speech functionality, and Python's PyQt5 framework, building on version 1 which served 500+ users and improved educational accessibility.

**PROJECTS**

## **FoodBeeDoo -Student Focused Food Delivery Platform**

Developed a web-based food delivery platform for students, providing price comparison across multiple restaurants. Implemented user authentication, session management, and database operations using Node.js, Express.js, and MongoDB. Implemented user authentication, session management, and database operations using Node.js, Express.js, and MongoDB

* **Maths-Tutor-QT-V2 – Mathematics Game Application for Visually Impaired Students**Developing a modular alternative learning game using PyQt5 for Linux and Windows platforms, enabling accessibility for visually impaired students through audio feedback based on real-time performance levels. Applied MVC-like design to modularize UI, page routing, and backend logic, promoting code reusability and improved application maintainability

**COURSES**

## Python For Data Science, AI & Development - IBM|Coursera

* Supervised Machine Learning: Regression and Classification - Stanford Online

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