

**MOHAMMAD FAUZAAN QURESHI**Course : **B.E. (Hons.)**, Civil, 2021

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CGPA : 5.8

**ACADEMIC DETAILS**

COURSE	INSTITUTE/COLLEGE	BOARD/UNIVERSITY	SCORE	YEAR
CLASS XII	St. Joseph's Co-Ed School, Bhopal	Central Board of Secondary Education	92.6 %	2017
CLASS X	St. Joseph's Co-Ed School, Bhopal	Central Board of Secondary Education	9.4 CGPA	2015

Subjects / Electives	Operating Systems, Neural Network and Fuzzy Logic, Data Mining, Foundation of Data Science, Machine Learning
Technical Proficiency	Python3, Artificial Intelligence, C++ Language, Android Development, Java, Machine Learning, Android Studio, Python, Artificial Neural Networks, Deep Learning

PROJECTS**Trading Bot - Deep learning, AI/ML**

Sep 2020 - Nov 2020

Developed an Intelligent bot in Python that buys/sells stocks to maximize profit, given fixed initial capital.

- Framework used: Keras **Tensorflow**
- Libraries/Modules used: Pandas, Numpy, Matplotlib.pyplot, Joblib, glob, subprocess
- Designed **GRU DRNN** model achieving **81.37% accuracy**.
- **Made a profit of 5,040** on initial investment of **12,000** in simulated testing.

Github : <https://github.com/FauzaanQureshi/stock-trading-bot>**Artificial Music Composer - Deep Learning, AI/ML**

Jul 2020 - Sep 2020

Developed a **Generated Adversarial Network** in Python that generates classical music.

- Framework used: **Tensorflow**
- Libraries/Modules used: Pandas, Numpy, Matplotlib.pyplot
- Explored two different methods prior to GANs:
 - **Associated Network Model**
 - Achieved **68.77% accuracy**.
 - **GRU DRNN Model**
 - Achieved **91.21% accuracy**.

Github: <https://github.com/FauzaanQureshi/music-composer>**Playing Atari using Reinforcement Learning - Deep Learning, AI/ML**

Mar 2020 - May 2020

Developed a model to train an agent to play Atari games.

- Framework used: **Tensorflow**
- Libraries/Modules used: Matplotlib.pyplot, Pillow, joblib, numpy, glob
- **Designed Deep Q Networks** to train the agent.
- Agent **trained for 50-60 hours** per game.
- Games used for demonstration:
 1. Breakout
 - Achieved **highest score** of **45**.
 2. Space Invaders
 - Achieved **highest score** of **60**.
 3. Pong.
 - Achieved **50% victory rate**.

Github: <https://github.com/FauzaanQureshi/deep-Q-learning>**Synthesizer - Computer Science**

May 2019 - Jul 2019

Developed a program to plays musical notes

- Language used: **Java**
- **Integrated native C++** code with Java to read keystrokes.
- Java classes used: sound.midi, HashMap, Arrays, FileReader.
- Received **positive feedback** from **18 users**.

Github repository: <https://github.com/FauzaanQureshi/MIDI-TabsPlayer-Synthesizer>**SUMMER INTERNSHIP / WORK EXPERIENCE****Plant Logistic and Management System, Manikgarh Cement**

May 2019 - Jul 2019

- Developed **Android App** to track and monitor the cargo handling service in the factory facility.
- Gained knowledge of using RFID tags and sensors to identify trucks and **automate** their navigation to respective packaging station.