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Mohammad Inshaul Haque

Technical Skills: C++, Java, Python (Numpy and Pandas), DBMS.

Certifications: AR (Augmented Reality), Data Science using Python, Programming Essentials in Python by Cisco, JavaScript, NASSCOM 2021 (Associate Analytics).

EDUCATION

Board	Tenure	Educational institution	CGPA/Percentage
B. Tech (CSE)	Jun 2018 - Ongoing	Vellore Institute of Technology, Bhopal	8.22/10
Class XII (CBSE)	Apr 2017 - May 2018	May Flower School, Patna	70.60%
Class X (ICSE)	Apr 2015 - May 2016	St. Xavier's High School, Patna	76.67%

ACADEMIC PROJECTS

Machine Learning	▪ **Vision (**Sept 2021 – Present) ▪ **Description: -** The main purpose of this project is to provide alerts on security threats before any mishappening takes place. This includes Face and Mask detection which is the primary objective and the features like Gestures and Weapon detection are planned to propose later. ▪ **Software: -** Jupyter (Python), OpenCV Library, Anaconda PowerShell. ▪ **Team Role: -** Team Lead, Responsible for Code development (Computer Vision).
Data Science	▪ **Fake News Detector (**Apr 2021 – May 2021) ▪ **Description: -** The project was inspired by an article that we read, that made me realize the amount of fake news floating around the internet. This project will help anyone to find fake news using a standard data set. ▪ **Software: -** Jupyter (Python), Anaconda PowerShell. ▪ **Team Role: -** Responsible for Code Development (Training dataset model).
Augmented Reality	▪ **Car AR Visualizer (**Feb 2021 – May2021**)** ▪ **Description: -** We have created an AR-based application that helps the showroom owner as well as the customers looking to buy a new car. With the ongoing pandemic, health has also contributed as a factor and has become a grave concern for the masses. ▪ **Software: -** Unity Engine, Visual Studio 2019 (C#). ▪ **Team Role: -** Responsible for Code Development (Rendering virtual models in surroundings).
2D Game	▪ **Developer's Fault (**May 2019 – Jul 2019) ▪ **Description: -** Developer's Fault is a 2D Platformer game that was inspired by the legendary game called "Unfair Mario" and "Super Mario". We have created an experience for the user where they have to complete certain levels with hidden obstacles that were intentionally put in the game to cause certain "Frustration" to the player. This increases the level of competitiveness among the potential player. ▪ **Software: -** Unity Engine, Adobe Photoshop, Adobe Audition, Z Brush, Pencil 2D. ▪ **Team Role: -** Level Designing, Bug Testing.

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INTERNSHIP EXPERIENCE	
DIVINE Lab, IIT Delhi 15th Sep, 2021 - Present	▪ **Description: -** The main objective of the project is to design an AR (Augmented Reality) educational app for the children (3-6 age) with the motive of enhancing cognitive skills among children and to make an UI easy and attractive so that both Teacher and Student can be benefited. ▪ **Software: -** Unity, Vuforia Engine, Visual Studio(C#). ▪ **Team Role: -** I am currently a part of Technology team which is responsible core environment setup.

EXTRA-CURRICULARS AND ACHIEVEMENTS	
Achievements	▪ Placed 2nd in Game Design Competition in 2019. ▪ Got certificates for having Perfect Attendance in School.
Responsibilities	▪ Organizing committee in Game Showcase Event 2021. ▪ Core committee in Gamers Connect 2021.
Extracurricular	▪ Part of Gaming club, VIT Bhopal. ▪ Participated in Table Tennis competition.

ADDITIONAL INFORMATION	
Hobbies	▪ Playing Games like Table Tennis, BGMI (Ranked ACE).
Languages	▪ English, Hindi, Urdu.