

Mohammad Javid AR

COMPUTER SCIENCE ENGINEERING STUDENT

I like to lead more glory to my organization which provides an opportunity for me to gain knowledge and improve my skills along with the organization's objective.

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tinyurl.com/javidportfolio

github.com/Javid-Sanjay

EDUCATION

B.E - Computer Science Engineering Nadar Saraswathi college of engineering and technology.

10/2020 - 06/2024

Higher Secondary

Mary Matha Matriculation Higher Secondary School

06/2018 - 04/2020

SSLC

Mary Matha Matriculation Higher Secondary School

06/2013 - 04/2018

PROJECTS

AR powered Education:

 Interactive AR educational platform for immersive learning experiences across multiple subjects

Level designing in Virtual Reality

• A virtual world has been done in the unity engine with the 3D models rendered using blender software.

Automated Essay Grading System

• A web application that can analyze the student's essay & grade it according to their grammatical fluency and percentage of content relevant to the topic.

PERCENTAGE

B.E - Computer Science Engineering CGPA - 8.29

HSC - Computer Science

Percentage - 68%

SSLC

Percentage - 84%

SKILLS

Core Java HTML5 Basics of Java Script Figma

HOBBIES

Cycling, Drawing, Game designing

PERSONAL DETAILS

Father's Name:

Rivaz Deen A

Date of Birth:

03/02/2003

Gender:

Male

Address:

1/245, Thai colony, State bank colony, Periyakulam - 625601

CERTIFICATES

NPTEL (2023) - 69%

"Data Structure And Algorithms using Java" course

Dr.Kalam Young Achiever award (2022 & 2023)

Twice honored by this award, conducted by World Youth Federation at Chennai

NPTEL (2023) - 57%

"Programming in java" course

3rd National level Project Contest at Madurai

Participation in INNOFESTA'23 Contest, Project Title - Game Development with Unreal engine and Unity

LANGUAGES

Tamil

Fnalish

Native or Bilingual Proficiency Full Professional Proficiency

INTERESTS

UI/UX

Object Oriented Programming

Data Structure