MUHAMMED ELIWAT

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Education

Wayne State University, Detroit, MI

Bachelor of Science in Computer Science | Sep. 2022 - Present

Experience

Game Developer | Godum Games | Remote

May 2020 - Present

- Designed, developed, and released a mobile game for both iOS and Android using Unity and C#.
- Implemented in-app purchases (IAP) and Google Ads, which contributed to over 100+ downloads.
- Optimized game performance by improving asset management and reducing memory footprint by 20%, resulting in smoother gameplay and a better user experience on low-end devices.
- Implemented unit and integration testing to ensure bug-free releases.

Projects

Transaction Handler Discord Bot | Python, APIs, Automation, Cloud Services

Sep. 2023

- Built an automated system in Python to handle over 1,000 active subscription-based interactions, processing more than
 10,000 messages per day.
- Provided users authentication via token to automatically process transactions on their behalf.
- Integrated Text-OCR and RESTful APIs to handle image and text processing with a 95% accuracy rate.
- Incorporated webhook-based notifications for real-time communication with users, improving response times by 25%.

Image Classification Project | PyTorch, CNN, Machine Learning, Data Augmentation

Mar. 2024

- Designed and implemented a convolutional neural network (CNN) model capable of classifying images with an accuracy
 of 92%, utilizing advanced data augmentation techniques to enhance model generalization.
- Integrated GPU-accelerated training, reducing model training time by 35% through the optimization of hyperparameters such as learning rate, batch size, and dropout.
- Utilized PyTorch's autograd feature to create custom loss functions and optimizers, further improving the model's ability
 to handle edge cases in image classification tasks.

Assignment Reminders Application

Present

- Designing and building Python Flask application where students register their account for assignment notifications via SMS.
- Integrating server with production Canvas APIs for retrieving students assignments.
- Storing user details and notification intervals in SQLite database.
- Code runs on scheduled intervals to **poll APIs** for upcoming assignments and triggers SMS notifications to students.

Technical Skills

Languages: Python, C++, C, JavaScript **Frameworks:** Unity, PyTorch, Flask

Developer Tools: Git, VS Code, Google Cloud

Libraries: pandas, NumPy, Matplotlib