

Mohammad Shughri

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EDUCATION

Abdullah Gül University

Kayseri, Turkey

Bachelor of engineering, Computer engineering, CGPA: 3.02

Sep. 2018 – Exp. May 2022

- Relevant Coursework: Software Engineering (COMP202), Data structures and algorithms (COMP203), Database Management Systems (COMP204), Mobile Programming (COMP205), Object-Oriented Programming (COMP112), Operating Systems (COMP303), Computer Organization (COMP305), Data mining (EE465).

PROJECTS

Titanic - Machine Learning from Disaster

Dec. 2020 - Jan. 2021

- The goal is to create a model capable of predicting, as accurately as possible, the passengers likely to survive based on the feature provided in the training set.
- Applied KDD process (Data mining) on the dataset such as: Preprocessing, Data selection and transformation, Data visualization, and Model creation and evaluation.

DevPaths

Apr. 2020 - Jun. 2020

- We worked as a team of four on the DevPaths project for the software engineering course. This project aims to make job interviews online by creating a user-friendly website to solve coding questions using the HackerRank API.
- I implemented a modern sign up/login page using Google's API and a profile page that includes information about each applicant such as: Name, Bio, Companies applied to, and interview statuses.
- Technologies used: Django, Django-allauth, Django-crispy-forms, Heroku, BeautifulSoup4.
- Integrated version control (Git) and project management tools (Trello, Slack) to this project.

Blood donation database management system

Feb. 2020 - Jun 2020

- The objective of this project is to create an optimized and efficient database for blood donations with a modern designed software.
- Developed a desktop application using windowbuilder and MySQL workbench that can help connect the people in need of blood with the donors.
- Technologies used: Eclipse IDE, Java windowbuilder, MySQL connection Driver, and rs2xml.

Shopping mobile application

Oct. 2019 - Jan 2020

- A shopping application made in android studio, showcasing all aspects of mobile programming such as: Localization, Content providers (SQLite), API usage, Broadcast receivers, Recycler view.
- Technologies used: Android Studio, SQLite, Adobe XD, Stripe API.

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++

Data Science/Machine Learning Libraries: Pandas, NumPy, Matplotlib

Database: MySQL, PostgreSQL

Platforms: Windows, Ubuntu

UI/UX Design tools: Adobe Photoshop, Adobe XD

Frameworks & Technologies: Git version control, Docker (beginner), Django

LANGUAGES

- **Arabic**, Native
- **English**, Fluent
- **Turkish**, Intermediate

VOLUNTEERING

Abdullah Gül University International Student Welcome Program

Sep. 2020 - Oct. 2020

Kayseri, Turkey

Duties:

1. Comforting and assisting incoming students via online and personal communication before their registration, and therefore improving the University's international student enrolment rate. Mohammad displayed significant social skills, empathy, conviction skills, communication skills, and sales techniques.
2. Designing and animating icebreaker activities, games, and quizzes.
3. Promoting the University outside of the newcomers' Facebook group and helping students in the University's registration process.
4. Organizing extra sessions to introduce the University Online Student Platform, course selection, scheduling, transcript processes, and systems.

Open-source contributions

Jan. 2021 - Jan. 2021

I use and like those apps so, I decided to translate them to my native language.

Files: a file manager which leverages the latest features of the Windows platform, including Fluent Design, seamless updates, and APIs, which enable the performance and lifecycle behavior that users expect.

(<https://github.com/files-community/Files>)

ModernFlyouts: An open-source, modern, and Fluent Design-based replacement for the old Metro-themed flyouts present in Windows 10. (<https://github.com/ModernFlyouts-Community/ModernFlyouts>)