

MOHAMMED REHAN ALAM

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Objective:

Aspiring Software Engineer and UI/UX designer with a strong foundation in Computer Science and a passion for solving real-world problems through innovative software solutions. Seeking an opportunity to leverage my technical skills, collaborative mindset, and continuous learning attitude in a dynamic, growth-oriented environment.

Education:

Bachelor of Technology in Computer Science and Engineering (AI-ML)

Vignana Bharathi Institute of Technology (VBIT), Hyderabad

Expected 2025

CGPA: 80%

Relevant Coursework: Software Engineering, Object-Oriented Programming, Machine Learning, Data Structures, Algorithms, UI/UX Design.

Intermediate in MPC

NCJC, Hyderabad | 2019 – 2021

Percentage: 82%

Schooling

VMHS, Hyderabad | 2007 – 2019

Percentage: 88%

Technical Skills:

- **Programming Languages:** Python, C, Java, Web Development.
- **Languages Known:** English, Hindi, Telugu, Urdu.
- **Tools & Technologies:** Figma – UI UX Designing, Expert in AI Tools, Prompt Engineer.

Experience:

Final Year Project - Streamlining Voice Synthesis 🧠 - Group Lead

2024 - 2025

- Publishing research paper on the minimum training data and epochs required to train a personalized voice model.
- Utilized Python and AI tools to streamline voice synthesis.
- Collaborated with a team to achieve optimal results.

YouTube Creator

2024 - Present

- Created a YouTube channel to provide movie and web series explanations in multiple languages.
- Produced and edited videos, ensuring high-quality content and engagement.
- Built a community of subscribers through consistent content creation.

Non-Profit Organization - WhatsApp Channel Manager

2022 - 2023

- Established a WhatsApp channel for a non-profit organization, focusing on community building and resource sharing.
- Managed content creation, community engagement, and platform growth.

Projects:

Tic-Tac-Toe Game: 🧠

2022 - 2023

- Developed a Tic-Tac-Toe game to test and improve C programming skills.

Rock-Paper-Scissor Game: 🧠

2023 - 2024

- Created a Rock-Paper-Scissor game using HTML, CSS, and JavaScript.
- Integrated AI Automation gameplay to enhance gameplay.

Stock Prediction WebApp: 🧠

2024 - 2025

- Developed a web app - PAAS to predict stock prices for the next two years based on historical data.
- Employed AI and ML algorithms to achieve accurate predictions.

Achievements:

- Successfully designed and developed projects demonstrating proficiency in software engineering and AI.
- Recognized for creativity and innovation in designing solutions that address real-world problems.
- Publishing research on voice synthesis in reputed journal.
- Developed and maintained software projects showcased on GitHub.

Extracurricular Activities:

- **Food Enthusiast:** Passionate about trying the dishes from various cultures worldwide.
- **UI/UX Design:** Actively engaged in design projects, focusing on user-centered design principles.