

# Mohammed Abdul Jabbar Khan

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## EDUCATION

### GOKARAJU RANGARAJU INSTITUTE OF ENGINEERING AND TECHNOLOGY

COMPUTER SCIENCE IN ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING  
CGPA:8.83  
2021-2025  
Hyderabad

### FIITJEE

INTERMEDIATE  
PERCENTAGE:93  
2019-2021  
Hyderabad

### GLENDALE ACADEMY INTERNATIONAL

PERCENTAGE:95.6  
2017-2019  
Hyderabad

## LINKS

HackerRank// @officialjabbi  
Github:// Qbecwizr  
LinkedIn:// Abdul Jabbar Khan  
Leetcode:// qubecwizard  
Twitter:// @officialjabbi

## COURSEWORK

### UNDERGRADUATE

Operating Systems  
Distributed database management system  
Artificial Intelligence + Practicum  
Functional Programming  
Computer Graphics + Practicum  
Machine Learning  
Natural language processing (NLP)  
Computer Networks  
Feature Engineering  
Probability and Statistics

## SKILLS

### PROGRAMMING

Over 5000 lines:  
Java • Shell • Python • Javascript  
• R programming  
Over 1000 lines:  
C • C++ • CSS • PHP • Assembly  
• C

### PRACTICAL SKILLS

SQL • MICROSOFT OFFICE • DSA •  
PROBLEM SOLVING

## PROJECTS

### PROJECT 1| HOUSING DATA SUPERVISED LEARNING

•INCORPORATED RANDOMFORESTREGRESSOR IN CONJUNCTION WITH MATPLOTLIB, SKLEARN, AND A STANDARDSCALER PIPELINE FOR HOUSING DATA ANALYSIS. ENHANCED PREDICTIVE ACCURACY THROUGH ENSEMBLE LEARNING, SHOWCASING VERSATILITY IN MACHINE LEARNING TECHNIQUES.

### PROJECT 2| SMS FRAUD DETECTION

•DEVELOPED AN SMS FRAUD DETECTION MODEL USING LABELENCODER FOR TEXT DATA, WORDCLOUD FOR VISUALIZATION, SPACY FOR NATURAL LANGUAGE PROCESSING, AND RANDOMFORESTCLASSIFIER FOR EFFECTIVE MACHINE LEARNING CLASSIFICATION.

### PROJECT 3| MOVIE GENRE CLASSIFICATION

•EMPLOYED MATPLOTLIB AND SEABORN FOR VISUALIZATIONS, NLTK FOR STEMMING, AND TF-IDF VECTORIZER FOR FEATURE EXTRACTION IN A MOVIE GENRE CLASSIFICATION PROJECT. ACHIEVED ACCURATE PREDICTIONS, DEMONSTRATING TEXT PROCESSING AND ML SKILLS.

### PROJECT 4| CREDIT CARD FRAUD DETECTION

•BUILT FRAUD DETECTION WITH MATPLOTLIB, SEABORN, STANDARDSCALER, AND DECISIONTREECLASSIFIER FOR ACCURATE CREDIT CARD FRAUD CLASSIFICATION.

### PROJECT 5| CROP CLASSIFICATION

•UTILIZED SEABORN, MATPLOTLIB FOR VISUALIZATION, AND CLASSIFIERS (DTC, RFC, ADABOOST) IN CROP CLASSIFICATION. IMPROVED PRECISION AND RECALL METRICS FOR ACCURATE CATEGORIZATION.

### PROJECT 6| GUESS NO GAME

•DEVELOPED A RESPONSIVE WEB-BASED GAME CALLED "GUESS NO" USING HTML, CSS, AND JAVASCRIPT, IMPLEMENTING USERINTERFACE DESIGN, GAME LOGIC, USER INPUT VALIDATION, AND SCORE TRACKING

### PROJECT 7| PIG GAME

•DEVELOPED AN INTERACTIVE WEB-BASED DICE GAME UTILIZING HTML, CSS, AND JAVASCRIPT, IMPLEMENTING PLAYER SCORE TRACKING, DICE ROLLING FUNCTIONALITY, AND GAME LOGIC, INCLUDING SWITCHING PLAYERS AND DETERMINING THE WINNER

## RESEARCH

### REVIEW PAPER ON PREDICTION AND ANALYSIS OF SOCCER PLAYERS USING DEEP NEURAL NETWORKS

EXAMINED SOCCER PLAYER PREDICTION AND ANALYSIS USING LONG SHORT-TERM MEMORY (LSTM) NETWORKS, INVESTIGATING THEIR EFFECTIVENESS IN CAPTURING TEMPORAL DEPENDENCIES AND ENHANCING THE PREDICTIVE CAPABILITIES IN SOCCER ANALYTICS.

## CERTIFICATIONS

- EDYST JAVA CERTIFICATION -[click here](#)
- Supervised Machine Learning: Regression and Classification-[click here](#)