Umer Mujtaba *(Computer Scientist)*
PHONE: 702-366-3999
EMAIL: umerq786@gmail.com
WEBSITE: https://razdazart.github.io/Razzle-Dazzle-Portfolio/

EDUCATION

2020 - 2024
Advanced Technologies Academy (*Computer Science*)
Digital Game Development Certificate

2024 - Present
UNLV (Pursuing bachelor's degree in computer science)

PROJECTS:

Discord bot (KEY SKILLS: JAVA, DISCORD API)

(2022 Fall - 2022 Winter)

Developed a Discord bot as a project, focusing on API integration and documentation usage. The bot scans user inputs within a Discord server and replies with memes based on specific keywords.

AI based Elmo doll (KEY SKILLS: PYTHON, CHATGPT API)

(2023 Fall - 2023 Winter)

Created an interactive AI doll that enables users to converse with a robotic Elmo. Integrated multiple APIs, including the ChatGPT API for responses, Whisper API for speech-to-text, and PlayHT API for text-to-speech, alongside Arduino IDE for servo control. This project supports multiple profiles, enabling the doll to adopt personalities and voices of various TV show characters.

Stage Apex (KEY SKILLS: UNITY, C#)

(2024 Winter - 2024 Spring)

Led a team of three in developing a 3D arcade racing game in Unity, coded in C#. The project, completed within three months, refined skills in leadership, project organization, and adaptive problem-solving.

Ace combat 2 remake (KEY SKILLS: UNITY, C#)

(2024 Summer - 2024 Summer)

Developed an arcade flight simulator game in Unity using C# as a personal project. This project enhanced skills in 3D spatial reasoning and vector manipulation, along with the ability to independently identify and apply technical solutions.

Line Following Car (KEY SKILLS: ARDUINO, CIRCUITS)

(2024 Fall - Present)

Built a line-following robot using Arduino and Raspberry Pi with an emphasis on advanced circuit design. Integrated external power sources to prevent circuit shorts, using components such as photoresistors, motors, and a 3D-printed base.

Blender/3d modeling experience

Initially acquired Blender for artistic purposes, later transitioning to technical applications. Modeled and 3D printed components for various projects, including a servo motor bracket for the AI doll and a chassis for the line-following car. Additional experience includes creating advanced models, such as an original character design and a stuffed animal.