

F. Mohamad Musthak Ali

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Career Objective:

Seeking a position that allows me to apply my strong analytical and problem-solving skills, along with my passion for continuous learning, to make a positive impact and contribute to the overall goals of the organization.

Academic Details:

Degree /Courses	Institution /School	Year/Passing	Percentage /CGPA
B Sc computer science	Karpagam academy of higher education	2025	8.2*
HSC	Crescent Matriculation Higher Secondary School	2022	54.4%
SSLC	Crescent Matriculation Higher Secondary School	2020	69%

Technical Skills:

- Operating System : Windows
- Programming Languages : C, C++, Python
- Software : MS Office Package, Photoshop, Filmora, Canva, Unity
- Automation tools : RPA (UiPath)
- Web Technology : WordPress, HTML, CSS
- Ai Agent Tools : Botpress, n8n
- UI/UX Tools : Figma, Framer

Project:

- Topic:** Interview Management System

- Description:**

Designed an intuitive and interactive UI/UX prototype for an AI-powered HR Assistant application that streamlines employee onboarding and interview processes. The system includes modules for authentication, AI-driven interview workflows, candidate evaluation, and feedback collection—all built with a modern dark-themed dashboard for enhanced user focus and usability.

- Technologies Used:** Figma, UI/UX Design Principles, Prototyping, Interaction Design

1. **Topic:** HR AI Agent – Conversational AI Assistant for Employee Onboarding

• **Description:**

Developed an intelligent conversational AI assistant designed to streamline the employee onboarding process. The HR AI Agent provides guidance on company policies, collects employee information, schedules interviews, sends welcome emails, and manages onboarding documentation in an automated and user-friendly manner. It aims to enhance HR efficiency, ensure smooth onboarding, and maintain clear communication with new hires.

- **Technologies Used:** Python, Tkinter, Gemini API, CSV, PDF generation, Email automation (smtplib), Google Calendar API

Area of Interest:

- Photography
- 2D & 3D Designing
- Game Development
- Game Designing

Internship:

- Undergone an internship at ‘ATS’ for the period of 15 days (July).

Learning Outcome: Gained expertise in WordPress by developing and customizing multiple websites, improving user engagement and site performance.

- Interned at “Game Tech” for the period of 55 days (August to October 2023).

Learning Outcome: Gathering in Game Development Developed proficiency in game design and programming by creating a 2D platformer game, enhancing gameplay mechanics and user experiences.

- Interned at “ATS” for the period of 30 days (August 2024).

Learning Outcome: Develop proficiency in user- centerer design by conducting research, creating wireframes, prototypes, and responsive designs while ensuring usability and accessibility. Gain practical skills in collaboration, problem-solving, and delivering intuitive, visually appealing interfaces.

Certificates:

- Certified in Internship on WordPress in ATS
- Certified in Game Development by Unity in Lets Game Teck
- Certified in Selenium Workshop in KAHE University
- Certified in Internship on UIUX by Figma in ATS

Strength:

- Smart Work
- Adaptability
- Punctual

Personal Details:

- Data of Birth :23-12-2003
- Father's Name : Farook Ali N
- Address :3/6, Salavanaickenpatti, Vagatholu (Post), Udmalai (Taluk), Tirupur
- Language Known : Tamil, English
- Hobbies: : Photography, Video Editing, Exploring

Declaration:

I hereby declare that the facts given above are genuine to the best of my knowledge and belief.

Place: Coimbatore

Date:

Mohamad Musthak Ali F