Sabir **Mallick**

Computer Science Student

About Me

Computer Science student. Interested in learning new skills and implementing them.

Contact

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in www.linkedin.com/in/sab1r-mallick/

○ https://github.com/Sabircodr

Skills

- Programming
- Office Suites (MS Office, OpenOffice)
- Unity, Unreal
- Graphic Design (Canva)
- Tools: GitHub

Programming Languages

- Python   4 ⭐ at HackerRank
- C   2 ⭐ at HackerRank
- Java   3 ⭐ at HackerRank
- HTML
- CSS
- JavaScript   2 ⭐ at HackerRank
- MySQL   2 ⭐ at HackerRank

Language

English
Hindi
Bengali

EXPERIENCES

● Private Tutor

Self-Employed, near Home   **Dec 2021 - Present**

Part-time tutoring near my home as a hobby, offering personalized academic support to students in various subjects and programming languages.

Key Achievements:
- Designed personalized lesson plans for each student, resulting in notable academic improvement.
- Created a supportive learning atmosphere that boosts student confidence and motivation.

EDUCATION

(2022 - present)
DR. B. C. ROY ENGINEERING COLLEGE, DURGAPUR
B. Tech in Computer Science and Design
Pursuing – Final year

(2022)
KENDRIYA VIDYALAYA, CMERI, DURGAPUR
Board/University: CBSE (AISSCE)
Percentage of Marks: 76.8%

(2020)
PRANAVANANDA VIDYAMANDIR, DURGAPUR
Board/University: ICSE (CISCE)
Percentage of Marks: 93.8%

ACHIEVEMENTS & AWARDS

ANIMATE 2K24, IIT Bombay

Led a winning team at this online 2D animation hackathon, organized by FOSSEE, **IIT Bombay**.
Honored at the award ceremony at Whistling Woods International, with recognition from veteran director **Vidhu Vinod Chopra** and actor Vikrant Massey.

Bug Byte League – GGS Hackathon Winner

Developed healthcare solution, "MediX Kit," an affordable and portable ECG device that monitors vital health metrics, with a team of four under the guidance of Professor Prasenjit Maji.

Google Cloud Platform:

Earned multiple Google Cloud skill badges, gaining hands-on proficiency with the platform's core services.

🧩 MAJOR PROJECTS

Sorting Algorithm Analysis and Visualization in C

Analyzed and compared the performance of various sorting algorithms in C. Measured their time complexities and created visualizations (Excel) to illustrate efficiency differences.
 - GitHub repository (https://github.com/Sabircodr/sortAlgo)

Hand Gesture Recognition

Built a **real-time gesture recognition** system using MediaPipe Hands to translate physical movements into digital commands for a seamless, touchless interface.

Real-time Face Emotion Detection

Used **MediaPipe Face Mesh** to precisely track 468 facial landmarks in real-time, enabling the classification of emotions directly from a live video stream.

Sangam App

Collaborated with **Subhajit Pal** and **Sourav Sandilya** to develop a mobile app for locating lost people in large crowds.
 - Implemented core features for **real-time face-matching** and **GPS geolocation**. Presented the project at the **Smart Bengal Hackathon**.

🧩 OTHER PROJECTS

Discord Chatbot (Text-based Analysis)

Developed a simple Discord chatbot in my first year that performed text-based sentiment analysis and basic calculations, **unknowingly** providing a foundational introduction to natural language processing.

VR Chess Game

Building a virtual reality chess game in Unreal Engine with a current focus on refining the project and implementing a real-time multiplayer system.

VR Museum

Collaborated with **Soumyadeep** and our seniors to build an interactive virtual reality museum where users can grab and inspect individual bones in the human skeletal system.
 - Project Website: (https://immersiolab.onrender.com/)

🎭 EXTRACURRICULAR ACTIVITIES

Arts and Crafts Club

Crucial in the establishment of the Arts and Crafts club, building its activities from the ground up, starting from the second year.

Drama Coordinator, GENESIS

Will be managing and directing shows as the Drama Coordinator for the Music Club, a role earned through extensive experience in multiple dramas.

Currently functioning as an unofficial manager for our departmental club **DEZINOVA**, contributing to event planning and club operations.