# Shaikh Mohd Shoeb

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## PROFILE

Passionate about software engineering, I thrive on exploring and embracing new technologies. My expertise lies in full-stack development, where I excel in creating intuitive and efficient front-end user interfaces and advancing my backend development skills. I am driven by the rapid advancements in the tech industry and am committed to continuous learning. Eager to contribute to groundbreaking software development projects, I am dedicated to growing my skills and making a meaningful impact.

## EDUCATION

**B.E in Computer Engineering with Honors in Cybersecurity** 2020 – 2024 | Mumbai, India
**Rizvi College Of Engineering**
CGPA: 9.33/10

**HSC with Bifocal (Computer Science)** 2018 – 2020 | Mumbai, India
**R. D National College**
Achieved a score of 63.85%

**SSC** 2006 – 2018 | Mumbai, India
**SMT R.N Sheth VidyaMandir**
Achieved a score of 86.60%

## SKILLS

**Technical Skills**

- **Python, JavaScript, HTML, CSS, ReactJS, Flutter/Dart, NodeJS, API, AWS, Kibana, Grafana, Metabase, Clickhouse SQL, Scripting, Gitlab, API Documentation (Swagger), Debugging**

**Soft Skills**

- **Problem Solving, Team Player, Leadership, Adaptable.**

## EXPERIENCE

**Cloud Support Intern** 2024/08 – Present
**IDfy**
As a Cloud Support Intern, I gained hands-on experience in analyzing logs and investigating production issues using tools like Kibana. I worked on creating dashboards and alerts in Metabase and Grafana to monitor system performance and conducted detailed data analysis using Metabase to extract actionable insights. My role involved writing SQL queries and leveraging cloud platforms like AWS and GCP to support efficient data analysis and troubleshooting. With a strong focus on logical thinking, effective communication, I contributed to delivering an exceptional support experience while operating with minimal supervision.

**Flutter Full Stack Developer** 2023/02 – 2023/05
**XCITEDUCATION WORLDWIDE**
Completed an internship as a Full Stack Development Intern at Xciteducation. Demonstrated dedication and motivation in development projects, significantly contributing to the community. Worked on various segments, showcasing skills in diligence, analytical thinking, eagerness to learn, and active participation in discussions and idea contributions.

## PROJECTS

**London Bridge (Mini Project - 1A)**
**Built Using C#, Unity, 3d Modelling, Blender**

- "London Bridge" is a chilling horror game designed as a straightforward walkthrough across a desolate bridge.
- Players must navigate through a haunting landscape littered with abandoned vehicles, all while eerie horror music sets a tense atmosphere.
- The goal is simple yet suspenseful: traverse the bridge from start to finish, encountering atmospheric scares along the way.

**Virus And Anti-Virus (Mini Project - 1B)**
**Built Using Python, Tkinter, C/C++, Visual Basic**
- "Virus and Anti-Virus" is a mini project featuring various malicious viruses like memory eaters, spiders, and screen rotators.
- The project includes an antivirus application that checks files by comparing their hashes with virus hashes stored in a JSON file. If a file's hash matches one of the virus hashes, indicating potential malware, the antivirus takes action to delete the file.

**Stock Recommendation System (Mini Project - 2A)**
**Built Using TradingView, PineScript**
- This project enables trading in stocks, forex, and cryptocurrencies across various exchanges and timeframes, from 1 minute to long-term investment.
- It features six strategies: Linear Regression, SAR, MACD, RSI, Super-Trend, and an advanced "Super SAR" strategy combining SAR and Super Trend indicators.
- The system provides trade signals, stop loss, and take profit levels, supported by a Back Tester to assess strategy profitability on specific charts and timeframes.

**Virtual Reality Lab (Mini Project 2B)**
**Built Using C#, Unity, Blender, Davinci Resolve**
- In addition to integrating a VR lab into their college's 3D model using Blender and Unity for interactive education, this project incorporates IoT capabilities using Node ESP32.
- A gaze-activated button within the VR environment controls room lighting, allowing users to turn it on or off by gazing at the button for three seconds.
- This innovative feature promotes energy efficiency by managing lighting automatically while users are engaged in virtual reality.

**Dynamic Player Profiling (Major Project)**
**Built Using YOLOV3, YOLOV5, YOLOV8, DETR, Machine Learning, Computer Vison, RoboFlow**
- The proposed project aims to develop an advanced computer vision system for real-time player tracking, ball detection, and team segregation from sports videos, with a primary focus on football.
- The system will leverage state-of-the-art object detection and tracking algorithms to accurately identify players and the ball during dynamic gameplay.
- By employing color-based segmentation techniques, the system will also distinguish between teams based on their t-shirt colors, providing valuable insights into player movements and team strategies.

**Search Under Construction Sites**
**Using React.js, Algolia (AI Search)**
- In Nexathon'24 Hackathon, I developed a real-time property search component using React hooks and Algolia's API. The component allows users to search for properties by name and incorporates input fields for intuitive user interaction.
- Leveraging Algolia's powerful search capabilities, the component supports property searches based on location, price, and features. I collaborated closely with my team to integrate this search component seamlessly into the application layout, ensuring a consistent user experience and cohesive design throughout the project.

**MoodTunes**
**Using Python, Spotify API, Deepface**
- Developed an application utilizing facial recognition technology to detect users' current moods. Based on the detected mood, the app recommends music that matches the user's emotional state.
- For instance, it suggests happy or energetic music for positive moods and relaxing or soothing tracks for calm or relaxed states.

## CERTIFICATES

- DU Hacks 2.O Hackathon
- Microsoft Student Learn Ambassador
- IJRAR
- Technex-23
- Multicon-W 2024 Paper Presentaion
- 1st In Oscillation'23 Technical Paper Presentation

## INTERESTS

- Frontend Development
- Participating In CTF
- 3D Modelling, Video Editing