YAAWAR HUSSAIN

CONTACT

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Inderlok,Delhi

SKILLS

Python

Data Science(DA and ML)

MySQL

C programming

Strong communication

Team player

Data analysis

Problem Solving

Data Structures

EDUCATION

B.Techn | Computer Science Engineer

Dr. A.P.J Abdul Kalam Technical University

2020-2024

LANGUAGES

English

Hindi

PROFILE

- I'm Computer Science Engineer. I have been complete internship 6 months and 6 week Data Science with python and 6 week python.
- Data Science and Python Developer with a strong background in Computer Science.
- Proficient in Python, Data Analysis, Machine Learning, MySQL, and C programming.
- Possess exceptional communication skills and thrive in a team environment.
- Seeking a position where I can apply my skills in Data Science and Python to drive innovation and problem-solving.
- I have done project like. Gaming project, Tic-Tac-Toe, Cricket-Score-Team and Face-Attendance-Recognition Using Python.

WORK EXPERIENCE

I'M Fresher   Job title : Data science and Python Developer

- Developed and implemented machine learning algorithms in Python to analyze large data sets and generate actionable insights for decision-making processes.
- Conducted data cleaning and preprocessing tasks to ensure accuracy and reliability of datasets used for predictive modeling and statistical analysis.
- Collaborated with cross-functional teams to design and deploy data-driven solutions that improved operational efficiency and customer satisfaction.
- Utilized advanced statistical techniques and data visualization tools to communicate complex findings to stakeholders and drive strategic business decisions.

Projects

1. Face Recognition Attendance System: This project involves using facial recognition technology to track attendance. You'll need to work with computer vision libraries like OpenCV and a machine learning framework like TensorFlow or PyTorch for the face recognition part. You'll also need to think about how to store the attendance data and possibly integrate it with a database.
2. Tic-Tac-Toe: Tic-Tac-Toe is a classic game that you can implement in various programming languages. You'll need to design the game logic, create a graphical user interface (GUI) if you want one, and implement a way for players to interact with the game (e.g., mouse clicks or keyboard input). This project is great for practicing algorithms and game development concepts.
3. Gaming Project: This is a broad category, as there are countless types of games you could develop. Depending on your interests and skill level, you could create anything from simple arcade-style games to more complex multiplayer experiences. You'll need to think about game mechanics, graphics, user input, sound effects, and possibly network programming if you want to make it multiplayer.
4. Cricket Score Team: Developing a cricket score tracking system involves retrieving live cricket data from a source (such as an API), parsing that data, and displaying it to the user. You'll need to consider factors like real-time updates, data formatting, and user interface design. Depending on the complexity, you may also want to include features like historical data, player statistics, and match highlights.