Fawaz Mujtaba

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Education

B.S. in Computer Science and Minor in Math at UNLV
Honors CS Student
3.7 GPA
Graduating Fall 2021

Skills

Languages: C, C++, C#, Java, JavaScript, HTML, CSS, Python, Flutter, RISC/MIPS Assembly

Software: Unity Game Engine, Unreal Game Engine, Blender, MATLAB, MS Office

Extra: TensorFlow and Keras, ROS/ROS2, LWJGL, OpenGL, GitHub, Jira, MySQL, AWS Cloud, NodeJS, IBM Qiskit, ExpressJS, Lamp Stack, VR, Windows, Linux, Mac, REST APIs, Android Studio, React

Experience

NASA(JPL) Intern (Jun - Aug 2019)

- Developed communication methods with drones through ROS and ROS2
- Converted 2D lidar and height maps into 3D environment scenes for simulations

Intellimind Full Stack Dev (May 2020 - Present)

- Created databases and web scrapers to obtain financial and social media data for stock market prediction
- Developed Server-based websites using ExpressJS and and NodeJS
- Designed Serverless website development using REST APIs and AWS S3

UNLV CubeSat Team (Aug 2020 - Present)

- Designing simulators, communication software, and ADCS control systems for CubeSat team
- Using Matlab/Simulink for simulation programs such as attitude control with magnetorquers

Personal Projects

Aircraft Simulator

- Programmed Flight Simulator with Unity, featuring Neural Network controlled enemy aircraft
- Coded missile tracking system to calculate target position based upon current velocity and rotation

Self-Driving AI

- Trained AI to look at distance measurements of incoming obstacles and traverse through difficult paths and curves without crashing

Pong Learning AI

- Trained AI to use data about opponent and current “ball” vector positions to predict optimal intersection points with the ball

Cider Truck Mobile Game

- Developed a mobile game from start to finish within Unity and published it on the Play Store

Camera Based Food Barcode Scanner App

- Developed Android Program within Android Studio and Java which used APIs and an item database to scan and determine which item the barcode refers to

Vehicle and Human 3D Modeling

- Designed Character Models with full skeleton animations using Blender
- 3D Modeled numerous objects including Jet Fighters, Cars, Environments, and more

Game Engine From Scratch

- Using only OpenGL and LWJGL, programmed matrix manipulations to convert 3D model vertex points into game objects which could be rotated, translated, and scaled along with control methods to use objects