MOHAMMED JAWHAR

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OBJECTIVE

To secure a position where I can efficiently contribute my skills and abilities to the growth of the organization and build my professional career, so that I can meet my requirements and help the needy.

EDUCATION

- Studying in PES Institute of Technology with a current aggregate of 64.6% (6th Semester).
- Passed Higher secondary from Jain International Residential School Bangalore, India (2014) with 85% and 96% in Computer Science.
- Passed High School from International Indian School Jeddah, Kingdom of Saudi Arabia in year 2012 with 9.4CGPA.

ACHIEVEMENTS

- The Duke of Edinburgh Certificate (Silver).
- Mock of Confederation of Directors.
- Diploma in Web designing and multimedia design.

PROJECTS

- **Detection of Sarcasm and Analogies** (**Natural Language Processing Project):**
  In this project, my team and I are working to create a program which will scan a given text for sarcasm and analogies, and extract them. The project relies on Natural Language Programming and Machine Learning to train the machine to detect these automatically and without any form of human intervention.

- **Website to aid in learning and understanding of Shakespearean plays:**
  Shakespearean literature is one of the most challenging things to learn. The aim of this website is to reduce the difficulty in understanding these works of literature. The website contains an analysis of all of his works. The analysis is done with the help of Natural Language Processing, in coordination with human intervention to create a comprehensive guide to understanding these works of literature.

- **Caesar Cipher Decryption:** A program for encryption and decryption with and without key.

- **Summarization of Shakespearean plays (Natural Language Processing Project):**
  This project is focused on giving a play wise and scene wise summary of Shakespeare's works in a modern English format so that it may be easily understood by people reading these works. This process is completely automated and it involves converting Shakespearean English for his works, into Modern English. This is followed by using a summarization algorithm which forms coherent English sentences that convey the entire meaning of the original sentence.

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WORKSHOPS AND HACKATHONS

- Workshop on Python.
- Workshop on Web Designing.
- Workshop on Computer Operation.
- **InGenius Hackathon (2016)**: Hack on natural language processing.
- **InGenius Hackathon (2015)**: Hack on facial recognition.

CURRENTLY WORKING ON

- **Website to provide education in the field of Natural Language Processing.**
  The field of Natural Language Processing is vast. While being vast, it does not have a single location from which information on the variety of different topics under it can be obtained. We aim to create a website which will hold as much information on the topic of Natural Language Processing and its sub-areas, which will be accessible to all who wish to foray into this domain.

- **Instrumental solo generator (Machine Learning Project)**
  This project is made to help musicians in the process of song creation. The system accepts a chord progression as an input and outputs musical ideas in the form of a MIDI file. A clustering algorithm is used to reduce the sample space of chords and musical ideas, after which a SVM with a linear kernel is used to suggest musical ideas for chord progression inputs. These musical ideas are intended to be used as a starting point for exploration in the composition or improvisation process. Instrumental Solo Generator does not aim to replace the human performer, but merely serve as a tool for idea generation as part of the music development process.

- **Genre classification using graph representation of music** (**Machine Learning Project)**
  A song can be represented by a graph, where nodes and edges represent individual pitch duration tuples and co-occurrence of multiple notes respectively. A set of features can be derived from the said graph. In an attempt to derive meaning from these graph features, we approached the issue of genre classification – which is a highly subjective form of categorization. We aim to create a method of genre classification by examining the capabilities of the algorithms SVM, Naive Bayes, multinomial logistic regression, and KNN using the features obtained

SKILLS

- **Programming Languages:** C/C++, Python, MySQL, CSS, Bootstrap and HTML.
- **Platforms:** Windows and Linux
- **Software:** Adobe Dreamweaver, Adobe Photoshop, QT Designer and Adobe Premier.
- **Graphic Designing:** Have designed logos and posters for various events and for private individuals.

EXTRA-CURRICULAR ACTIVITIES

- Volunteered for college events like Maya in PESIT-Bangalore South Campus.
- Took part in 10K run event organized by Samarpana.
- Master of ceremony for college event.
- Took part in various inter-school debates.
- Event manager in various events.

PERSONAL INFORMATION

- **Date of birth:**06/09/1996
- **Languages known:** English, Malayalam, Hindi and Arabic.
- **Hobbies:** Reading, Photography, Music and Dance.