QORIEV MANUCHEHR

Full-stack Developer, ChatGBT Developer, Machine Learning Engineer

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About Me

An experienced computer science student with 1.5 years of practical experience in Python, HTML/CSS, JavaScript in computer vision and web development, driven by a passion for innovative technical solutions.

Technical Skills

Languages: Python, HTML/CSS, JavaScript

Tools/Libraries: Git, GitHub, DeepFace, TensorFlow, Pandas, Numpy, Linux, Flask, OpenCV, Bootstrap, jQuery, Swiper.js, Mixitup, ScrollReveal.

Projects

Face Recognition Attendance System | *Python, OpenCV, TensorFlow, DeepFace, pygame*   [Visit Project](#)
- Developed a cutting-edge Face Recognition Attendance System.
- Designed an intuitive UI with real-time face recognition and liveness checks.
- Utilized DeepFace and OpenCV for robust functionality.

Personal Website | *HTML, CSS, JavaScript*   [Visit Project](#)
- Created a dynamic personal website to showcase my skills, experiences, diverse project portfolio
- Utilized Swiper.js to create engaging image sliders on the website.
- Used technologies Mixitup for portfolio filtering, and ScrollReveal for animations.

The Pikachu PokeAPI Project | *HTML, CSS, JavaScript*   [Visit Project](#)
- Developed a functional Pokedex app.
- Utilized PokeAPI for Pokemon data retrieval and dynamic list updates.

The iPhone Calculator Project | *HTML, CSS, JavaScript*   [Visit Project](#)
- Created an iPhone-style calculator app.
- Implemented basic calculator operations and user input handling.

TicTacTokToe | *HTML, CSS, JavaScript*   [Visit Project](#)
- Developed a unique TicTacToe variation requiring four symbols in a row.
- Implemented 2 different JavaScript game logic for winning combinations (1 is more optimized).
- Designed a responsive interface with reset and turn tracking.

Connect Four Game | *HTML, CSS, JavaScript*   [Visit Project](#)
- Created a classic two-player Connect Four game.
- Implemented turn-based game play and winning condition checks.
- Designed a responsive UI with interactive game mechanics.

Connect Four Game for 3 Players | *HTML, CSS, JavaScript*   [Visit Project](#)
- Developed a unique version of the classic Connect Four game, accommodating three players.
- Implemented turn-based game-play with interactive UI.
- Added winning checks, game-over popup, and improved logic.

Education

University of Central Asia   **Sep 2022 – May 2027**
Bachelor of Science in Computer Science   *Naryn, Kyrgyzstan*

Leadership and Achievements

Extracurricular Activities Coordinator   January 2020 – June 2022
Ilmomuz Tutor Center, Urmatan village, Ayni District, Tajikistan

- I managed extracurricular activities for over 120 participants, which included organizing two successful Debate Tournaments and leading clubs such as the Math Club, Front-end Developers Club, and Chess Club.
- Furthermore, I showed my dedication by committing to six days of work per week over 100 weeks, totaling 1,350 hours of dedicated volunteer service.