

# QORIEV MANUCHEHR

Full-stack Developer, ChatGBT Developer, Machine Learning Engineer

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[Telegram](#) [Personal Website](#)

## About Me

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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

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**Languages:** Python, HTML/CSS, JavaScript

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

## Projects

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**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.

**Pikachu PokeAPI Project** | *HTML, CSS, JavaScript* [Visit Project](#)

- Developed a functional Pokedex app.
- Utilized PokeAPI for Pokemon data retrieval and dynamic list updates.

**iPhone Calculator Project** | *HTML, CSS, JavaScript* [Visit Project](#)

- Created an iPhone-style calculator app.
- Implemented basic calculator operations and user input handling.

**TicTacToe** | *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

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

## Leadership and Achievements

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**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.