

QORIEV MANUCHEHR

Full-stack Developer, ChatGBT Developer, Machine Learning Engineer

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About Me

- Enthusiastic computer science student with a passion for innovative technology solutions.
- Proficient in Python, HTML/CSS, and JavaScript, with experience in deep learning and web development.
- I am 18 years old and have dedicated over 2 years and more than 1350 hours to volunteer work, demonstrating my commitment to giving back to the community.
- Outside of academics, I actively participate in football, volleyball, chess, and table tennis to enhance teamwork and fitness.

Technical Skills

Languages: Python, HTML/CSS, JavaScript

Tools/Libraries: Git, GitHub, DeepFace, TensorFlow, Pandas, Numpy, Linux, Flask, OpenCV, Bootstrap, jQuery

Projects

Face Recognition Attendance System | *Python, OpenCV, TensorFlow, DeepFace, pygame*

[Visit Project](#)

- Developed a cutting-edge Face Recognition Attendance System (Python, deep learning).
- Designed an intuitive UI with real-time face recognition and liveness checks.
- Utilized DeepFace and OpenCV for robust functionality.

TicTacToe | *JavaScript, HTML, CSS*

[Visit Project](#)

- Created a TicTacToe game with a twist where the player needs to win by connecting three symbols in a row.
- Implemented the game logic using JavaScript to check for winning combinations in rows, columns, and diagonals.
- Designed the user interface using HTML and CSS, providing a responsive layout for different screen sizes.

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

- Managed extracurricular activities for over 120 participants, ranging in age from 8 to 22.
- Organized two successful Debate Tournaments and led various clubs including Debate Club, Movie Club, University Preparation Club, Math Club, English Club, Discussion Club, and Chess Club.
- Developed and maintained a weekly activity schedule, committing to six days of work per week over a span of 100 weeks, totaling 1,1350 hours of dedicated volunteer service.