

Sayed Maqbool Ahmed Inamdar

PERSONAL DETAILS

LOCATION: Colchester, Essex, UK
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EDUCATION

University of Essex, Colchester, Essex, UK 2022 - 2023
M.Sc. Computer Games (CSEE) *Percentage: 64*
Relevant Modules: Game Artificial Intelligence, Physics Based Games, Machine Learning, Intelligent Systems and Robotics, Mobile and Social Application Programming, Game Design

Visvesvaraya Technological University, Belgaum, India 2017 - 2021
B.E. Computer Science and Engineering *First Class CGPA: 6.86*
Relevant Modules: Engineering Mathematics, Engineering Physics, Software Engineering, Machine Learning, Python Application Programming, Web Technology

Pre University Education, Karnataka, India 2015 - 2017
Certification, Government of Karnataka *First Class Percentage: 80*
Relevant Modules: Physics, Chemistry, Mathematics, Biology

WORK EXPERIENCE

IT Analyst (Student Assistant) — University of Essex, United Kingdom Oct 2023 - Present

- Diagnosed and resolved IT, software and hardware problems for students and faculty, showcasing problem-solving skills.
- Delivered clear, user-friendly training on university systems and software.

Retail Sales Assistant [Part-time] — Primark Colchester, United Kingdom July 2023 - Present

- Crafted engaging displays to encourage customer purchases.
- Provided knowledgeable customer service, ensuring a welcoming shopping environment.
- Managed stock, keeping the store pristine and well-organized.

Activity Leader — St Andrew's College Language School, UoE, United Kingdom July 2023 - Aug 2023 — July 2024 - Aug 2024

- Led and managed various activities during the summer school camp.
- Managed unexpected situations with flexibility and a proactive approach.

Software Development Engineer — 9th Pixel Technologies India Pvt. Ltd., India Oct 2020 - Sep 2022

- **AI-Powered Adaptive Enemy AI for RPG Game (4 months):**
 - Developed an AI-powered enemy system using reinforcement learning (RL) algorithms.
 - Implemented dynamic adaptation techniques to adjust strategies based on player actions.
 - Conducted extensive testing and optimization to ensure smooth integration.
- **Procedural Level Generation with AI for Platformer Game (12 months):**
 - Designed and implemented an AI system for procedural level generation.
 - Leveraged reinforcement learning techniques to adapt levels to player skill levels.
 - Conducted user testing and gathered feedback to continuously improve generated levels.
- **AI-Based Model Testing Automation (8 months):**
 - Developed an AI-based system for identifying bugs and performance issues.
 - Collaborated with the development team to address identified issues.

- Utilized software tools and languages, including Python, TensorFlow, PyTorch, OpenAI Gym, and Unity ML-Agents.

Software Developer Intern — Sirintel Technologies Pvt Ltd, India Sep 2020 - Sep 2020

- Completed intensive training in Python and Machine Learning applications.
- Led a project on text extraction from images using Optical Character Recognition (OCR).

Mathematics and Physics Teacher — Government Polytechnic College [Part-time], India
Sep 2019 - July 2020

- Taught Engineering Physics and Mathematics to diploma students.

PROFESSIONAL PROJECTS

Neural Network Agent for TORCS (Dissertation Project)

- Developed a neural network agent for The Open Racing Car Simulator (TORCS) using the Gym toolkit.

C++ Game Engine (In Progress)

- Developing a game engine from scratch using SFML and C++.
- Aiming to provide features like physics, collision detection, audio systems, and UI.

AI and Machine Learning Projects

- Eye Gaze Estimation
- Eye Tracking Enhancement with RNNs
- Advanced Facial Recognition Using Deep Learning
- Real-Time Facial Expression Recognition
- Handwritten Mathematical Symbols Recognition Using CNN
- Employee Attrition Prediction Using HR Analytics
- Advanced Stock Price Forecasting with LSTM Networks
- Advanced Vehicle Detection with CNNs
- Machine Learning Model for Wildfire Detection from Satellite Imagery

Software and Web Development Projects

- Crypto Converter Android Application
- Home Food Delivery Android App
- Calorie Tracker GUI Application

Game Development Projects

- Rootopia: Tower-Based Game
- Mini Games with Custom Game Engine
- Neural Network Pong Game

SKILLS

Programming Languages:

- **Proficient:** C++, Python, Java
- **Familiar:** C Sharp, React, JavaScript, Kotlin

Frameworks and Libraries:

- TensorFlow, PyTorch, Box2D, Gym (reinforcement learning toolkit)

Game Development:

- Unreal Engine, Unity

3D Modeling and Design:

- Maya, Blender, Photoshop

Software and Tools:

- Git, Linux, MS Office, Android Studio, Visual Studio

Other Skills:

- Art Modeling, Sound Design

ACHIEVEMENTS

- **Best Boy of the College, 2015:** Honored for outstanding academic and co-curricular contributions.
- **Runner Up, Global Game Jam 2023:** Secured second position at the event hosted by the University of Essex.

CERTIFICATIONS

- **Software Engineer Intern Certification:** Awarded by Sirintel Technologies.
- **System Engineering Trainee Certification:** Earned upon successful training completion at Infosys.

LANGUAGES

English: Fluent

Spanish: Beginner

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