Sayed Maqbool Ahmed Inamdar

Personal Details

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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   2017 - 2021
Certification, Government of Karnataka   *First Class Percentage: 80*
Relevant Modules: Physics, Chemistry, Mathematics, Biology ...

Work Experience

System Engineer- IT Student Assistant — University of Essex, United Kingdom Oct 2023 - Present

- Efficiently diagnosed and resolved software and hardware problems for students and faculty, showcasing problem-solving skills essential in tech environments.
- Delivered clear, user-friendly training on university systems and software, highlighting my ability to explain complex technical concepts simply.
- Conducted regular system maintenance, ensuring optimal performance, reflecting my understanding of the importance of system reliability and efficiency.

Visual Merchandiser- [Part-time] — Primark Colchester, United Kingdom   July 2023 - Present

- Crafting engaging displays that speak to the latest trends and encourage customer purchases.
- Providing warm, knowledgeable customer service, ensuring a welcoming shopping environment.
- Managing stock with a keen eye for detail, keeping the store pristine and well-organized.

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

- Successfully led and managed various activities during the summer school camp from St Andrew's College Language Schools at University of Essex.
- Successfully managed unexpected situations with flexibility and a proactive approach, ensuring a seamless experience for all involved.

System Engineer Trainee — Infosys Pvt Ltd, India   Oct 2021 - June 2022

- Engaged in a rigorous 6-month training program focusing on software development methodologies, optimization techniques, and error-handling best practices.
- Participated in hands-on coding sessions and group projects, simulating real-world software challenges and solutions.
- Mastered a range of software tools and languages, including including Java and Python.
- Regularly received feedback and mentoring from senior engineers, honing problem-solving skills and software design techniques.

Mathematics Physics Teacher — Government Polytechnic College · Part-time, India Sep 2021 - Sep 2022

- Taught Engineering Physics and Mathematics for the diploma students in English

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

- Underwent an intensive month-long training program, delving deep into Python and its applications in Machine Learning.
- Led a training mini-project on text extraction from images, utilizing Optical Character Recognition (OCR) algorithms in Python. Achieved text extraction with over 90
- Familiarized with key Machine Learning libraries and tools.
- Engaged in group discussions, code reviews, and feedback sessions, enhancing collaborative skills and understanding of best practices.

PROFESSIONAL PROJECTS

C++ Game Engine (In Progress)

- Currently developing a game engine from scratch.
- Utilizing SFML and C++ for development.
- aim is to provide features like physics, collision detection, audio systems, UI, and more..

Neural Network Agent for TORCS

- Crafted a neural network agent for The Open Racing Car Simulator (TORCS) as a Master's dissertation project.
- Implemented using the Gym toolkit for developing and comparing reinforcement learning algorithms.

Crypto Converter Android Application

- Designed an application to convert between different cryptocurrencies.
- Used Kotlin with Visual Studio, submitted as an assignment during my Master's program.

React File Sharing and Management Application

- Technologies: Developed with React.js, Node.js, Express, and JSZip for front-end, back-end, and file compression functionalities.
- Enabled multi-file uploads with automatic zipping for multiple files and a progress bar for upload tracking.
- Built an admin interface for file management, secured with key-based access, featuring file viewing, deletion, and download.
- Implemented responsive design for optimal user experience across devices and advanced error handling for reliability.

Home Food Delivery Android App

- Developed an Android application for food delivery as part of my Bachelor's dissertation.
- Utilized Java with Android Studio, integrated with a XAMPP server for back-end operations.

Rootopia: Tower-Based Game

- Collaborated in a team of five to create a game named Rootopia using Unity and C.
- Contributed to art modeling and sound design.
- Presented at the Global Game Jam 2023 hosted by the University of Essex.

Calorie Tracker GUI Application

- CDeveloped a Calorie Tracking Application using Java, focusing on providing users with a user-friendly interface for daily dietary management.
- Implemented JSON-based Data Management which transitioned the system from text file handling to JSON, improving data structure and ease of manipulation for user calorie intake records.
- Designed an Intuitive UI/UX by utilizing Java Swing components, enabling features such as user account management, real-time calorie tracking, and visual feedback on nutrition goals.

Mini Games with Custom Game Engine

- Developed a suite of five 2D mini-games using a custom game engine provided by Dr. Michael Fairbank.
- Implemented in Java, focusing on the physics of the games and integrating with Box2D for enhanced realism.

Neural Network Pong Game

- developed a pong game with neural network integration.
- Utilizing SFML and C++ for development.

Skills

Programming Languages:

- **Proficient**: C++, Python, Java
- **Familiar**: C, JavaScript and 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 (OS proficiency), MS Office (Word, Excel, PowerPoint), 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 the second position at the event hosted by the University of Essex. Collaborated on the game 🔗.

Certifications

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

Languages

English: Fluent
Spanish: Beginner

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