NUR MUHAMMAD

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EDUCATION

Singapore Institute of Management, University of London   **Sept 2016 - August 2019**
Bachelor of Science in Creative Computing
- Best overall performer in 2019 Computing graduating cohort
- Graduated with First Class Honours
- **Modules Completed:** Graphical Object-oriented and Internet Programming in Java, Database Systems, Artificial Intelligence, Neural Networks (Full list of modules in Appendix A)

Tampines Junior College   **Jan 2010 – Nov 2012**
Singapore-Cambridge GCE A Levels

SKILLS

- **Software Languages:** Java, Python, Swift, C#
- **Front-end:** HTML, CSS, JavaScript and Flask (Python Web Framework)
- **Back-end:** SQL, MySQL
- **Technologies:** Eclipse, Visual Studio, XCode, Unity (2d), Adobe Photoshop, Git, Heroku
- **Languages:** English and Malay (proficient), Japanese (basic)

EMPLOYMENT

Healthzilla   **May – September 2018**
iOS Developer Intern
- Carried out User Interface (UI) and unit testing of fitness application, with 80% code coverage.
- Used Facebook API to create and utilize test users for testing.
- Worked with software engineers to develop some UI screens and basic functions, such as settings page and information display toggling.
- **Utilized:** Swift, XCode (test suites)

PROJECTS

QueSeek
'Lost And Found' Platform (Project Altair, IONS)
- Served as team leader and lead developer for CCA project
- Created a web platform that allows users to post lost and found notices and other errands('quests')
- Implemented gamification - points for completion of 'quests', unlocking avatars etc.
- **Award:** IONS Showcase Night 2019 First Place and Best User Design Award
- **Utilized:** Python, Flask, SQL, HTML, CSS, JavaScript, Heroku

The Dyslexia Experience: A serious game about Dyslexia
Dyslexia Experience Serious Game (Final Year Computing Project)
- Developed a series of challenges that allows users to experience and understand the difficulties and symptoms of Dyslexia (learning disability)

- Increased the test audience's understanding of Dyslexia by 24.3% and perception of its importance by 12%
- **Award:** Excellent project report, featured in UOL Virtual Learning Environment (VLE)
- **Utilized:** Unity (2d), C#, Adobe Photoshop (art)

Nursery Rhyme Generator
ML Nursery Rhyme Generator (Sound and Music Coursework)
- Created midi files of nursery rhymes using FL Studio
- Converted music file into integer sequence based on pitches
- Trained a LSTM network to predict new integer sequence
- Converted the prediction of piano arrangements into midi music output
- **Utilized:** Python, Keras, Matplotlib, FL Studio (midi file generation)

AWARDS

IMDA Gold Medal Award
- Outstanding performance in University of London Programme at SIM

University of London Award for Best Overall Performance 2019
- Best overall performer in 2019 Computing graduating cohort
- Also won Academic Awards for 2017 and 2018 for great academic performance

Finalist for Unilever Future Leader's League Hackathon Singapore Grand Finals 2019
- Was 1 of top 19 teams out of more than 65 teams overall
- Developed and pitched a waste exchange scheme to improve sustainability efforts of Unilever

SIM Student Leaders' Awards & Appreciation Night (SLAAN) Impetus Award 2018/19
- Award in recognition and appreciation of leadership and service

CO-CURRICULAR ACTIVITIES AND VOLUNTEER EXPERIENCE

Saturday Kids (Code in the Community)   **Jan-March 2019**
Teaching Assistant (Volunteer)
- Assist young kids in learning Python over 10 sessions
- Motivate students and encourage them to be creative

SIM Innovations and Networking Society (IONS)   **Sept 2018 – March 2019**
IONS Ambassador and Marketing Subcommittee Member
- Led the development of a digital coding project in a team setting (Queseek, refer to Projects)
- Assisted in the setting up and running of IONS events (e.g. Fireside chats)
- Created promotional marketing materials and managed social media accounts

APPENDIX A

Degree: Bachelor of Science (Honours) in Creative Computing
Final Weighted Average: 82.52/100

Year	Module	Mark	Grade
Year 1 (Sept 2016 – May 2017)	Mathematics for computing	91	Distinction
	Introduction to Java and object-oriented programming	92	Distinction
	Introduction to computing and the Internet	88	Distinction
	Creative Computing 1: image, sound and motion	71	Distinction
Year 2 (Sept 2017 – May 2018)	Database systems	89	Distinction
	Graphical object-oriented and Internet programming in Java	93	Distinction
	Software engineering, algorithm design and analysis	82	Distinction
	Creative Computing 2: interactive multimedia	86	Distinction
Year 3(Sept 2018 – May 2019)	Sound and music	74	Distinction
	Interaction design	73	Distinction
	Advanced graphics and animation	78	Distinction
	Artificial intelligence	82	Distinction
	Neural networks	85	Distinction
	Computer security	83	Distinction
	Project (FYP)	71	Distinction

* All Year 3 mods are half mods, except FYP. All Year 1 and 2 mods are full mods.

UOL Grading Scale:

Mark	Class
70 and over	Distinction
60-69	Merit
50-59	Credit
40-49	Pass
0-39	Fail