NUR MUHAMMAD

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EDUCATION

Singapore Institute of Management, University of London

Sept 2016 - August 2019

Bachelor of Science in Creative Computing

- Top student/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, Sound And Music (Refer to transcript for full list)

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