

NUR MUHAMMAD

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EDUCATION

Singapore Institute of Management, University of London

Sept 2016 - August 2019

Bachelor of Science in Creative Computing

- Graduated with First Class Honours
- **Final Weighted Average:** 82.52/100, best overall performer in 2019 graduating cohort
- **Modules Completed:** Graphical Object-oriented and Internet Programming in Java, Database Systems, Artificial Intelligence, Neural Networks, Advanced Graphics and Animation

(Full list of modules completed in Appendix A)

Tampines Junior College

Jan 2010 – Nov 2012

Singapore-Cambridge GCE A Levels

EMPLOYMENT

Healthzilla

May – September 2018

iOS Developer Intern

- Carry out User Interface (UI) and unit testing of fitness application, with 80% code coverage
- Usage of Facebook API to create and utilize test users for testing
- Worked with CEO and software engineers to develop UI screens and functions
- **Utilized:** Swift, XCode (test suites)

PROJECTS

Tweet Generator

AI Tweet generator

- Scrapes tweets of users using twitterscraper
- Uses keras layers to learn from the input tweets and generate new tweets
- **Utilized:** Python, Tensorflow, Keras, Numpy, twitterscraper, Kaggle notebook

Nursery Rhyme Generator

Machine Learning rhyme generator

- Takes in samples of midi files as data input and
- Uses keras layers to generate nursery rhymes piano arrangements
- **Utilized:** Python, Keras, Matplotlib, FL Studio (midi file generation), Kaggle notebook

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 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%
- Excellent project report, featured online in UOL Virtual Learning Environment (VLE)
- **Utilized:** Unity (2d), C#, Adobe Photoshop (art)

QueSeek

'Lost And Found' Platform (Project Altair, IONS)

- Served as team leader and lead developer in the creation of the 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.
- Winner of Project Altair 2018/19 and best user design
- **Utilized:** Python, Flask, SQL, HTML, CSS, JavaScript, Heroku

Requiem Waste Exchange Scheme

Unilever Future Leader's League Hackathon Singapore Grand Finals 2019

- Developed and pitched a waste exchange scheme that would partner mom-and-pop shops with the use of a mobile application to facilitate plastic waste for goods exchange
- Was 1 of top 19 teams out of more than 65 teams overall

AWARDS

University of London Award for Best Overall Performance 2019

- Best overall performer in BSc Creative Computing graduating cohort of 2019

IONS Showcase Night 2019 First Place and Best User Design Award

- Award for 'Lost and Found' platform QueSeek

SIM Student Leaders' Awards & Appreciation Night (SLAAN) Impetus Award 2018/19

- Award in recognition and appreciation of outstanding leadership and service

University of London Academic Achievement Award 2018

- Award for being one of the best candidates who achieved excellent overall marks

University of London Letter of Commendation 2017

- Award for great academic performance.

SKILLS

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

CO-CURRICULAR ACTIVITIES

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
- Assisted in the setting up and running of IONS events (e.g. Fireside chats)
- Created promotional marketing materials and managed social media accounts

VOLUNTEER EXPERIENCE

Saturday Kids (Code in the Community)

Jan-March 2019

Teaching Assistant

- Assist young kids in learning Python over 10 sessions
- Motivate students and encourage them to be creative

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