

# NUR MUHAMMAD BIN KHAMEED

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## EDUCATION

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**Singapore Institute of Management, University of London** **Sept 2016 - May 2019**  
*Bachelor of Science (Honours) in Creative Computing*

- Graduated with First Class Honours.
  - Obtained Distinction for every module, including FYP.
- (Course Details in Appendix A)

• **Relevant Coursework and Projects:**

**The Dyslexia Experience: A serious game about Dyslexia** **2018 - 2019**  
*Final Year Computing Project*

- Serious game on dyslexia.
- Made with Unity (C#).
- Places user into shoes of a dyslexic and provides information about Dyslexia.
- Aims to increase awareness of public towards Dyslexia.

**Euterpe** **2018**  
*Year 2 Creative Computing Coursework*

- Musical Artist Recommender app.
- Made in java and processing.
- Uses content-based filtering to recommend artists.
- Uses Last.fm API tags and values.
- Includes a YouTube embedded player.

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

- H2 Chemistry Class Representative

## WORK EXPERIENCE

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**Healthzilla** **May-September 2018**  
*iOS Developer Intern*

- Working closely with the CEO to develop and maintain application for launch of new version.
- Developing and modifying the application interface.
- Use XCode to create and carry out UI and unit testing.
- Standard bug fixing.
- Provide feedback and testing results to the team to improve the app.

**Gibson Innovations** **May-September 2015**  
*Administrative Assistant*

- Assist customer in the redemption of audio products.
- Arrange delivery of products.
- Handling product inventory and stock counting.
- Assist in the sale of clearance stock.

## OTHER PROJECTS

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### Queseek

2018-2019

*"Lost And Found Platform" prototype*

- A platform for SIM students, which allows them to make lost and found notices as well as post other errands "quests and seeks".
- Built with Python web framework Flask, SQL and web languages.
- Part of Project Altair of IONS (CCA Project).
- Uses gamification, with a points system for completing quests. Points collected levels user up, as well as can be used to unlock avatars. Future use of points for redemption of goods, etc.
- Winner of first place and best user design for Project Altair.

## AWARDS

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### IONS Showcase Night 2019 First Place and Best User Design Award

- First place and best user design for Queseek - a prototype that provides a 'Lost And Found' platform/application that aims to build community spirit amongst students in SIM.

### 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

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- Fluent in English
- Advanced proficiency in Java and Python
- Intermediate proficiency in Swift and C#
- Intermediate proficiency in HTML, CSS, JavaScript and Flask (Python Web Framework)
- Competent in SQL, MySQL
- Competent in XCode (Swift)
- Competent in Unity(2D)
- Knowledgeable in Adobe Photoshop

## CO-CURRICULAR ACTIVITIES

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### SIM Innovations and Networking Society (IONS)

Sept 2018-March 2019

*IONS Ambassador and Marketing Subcommittee Member*

As IONS ambassador:

- Project Altair:
  - Develop a digital coding project in a team setting.
  - Leader in the project, managing tasks and scheduling meetings.
  - Winner of best project (Queseek).
- General Duties:
  - Outreach to students and general public about IONS' mission, workshops, programs.
  - Assist in the setting up and running of IONS events (e.g. Fireside chats).
- Marketing Subcommittee:
  - Assist in creating of promotional marketing materials.
  - Managing IONS social media accounts.

**St. Hilda's Secondary Robotics Club****2006-2009***Member*

- 2007 17th Singapore Inter-School Micromouse Competition
  - Secondary School Div. 1, 2nd Runner up
- 2006 Singapore Robo Grand Prix Sept 2006 Pre-Season Challenge
  - Novice Group B Merit.

**VOLUNTEER EXPERIENCE**

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**Saturday Kids (Code in the Community)****Jan-March 2019***Teaching Assistant*

- Assist young kids in learning Python over 10 sessions.
- Assist the teacher with other ad hoc duties.
- Motivate students and encourage them to be creative.

**Art-ter****March 2019***Volunteer*

- Joint project by SIM Soci Club and Youth Corps Singapore.
- Spend time with the elderly making recycled notebooks.

## 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